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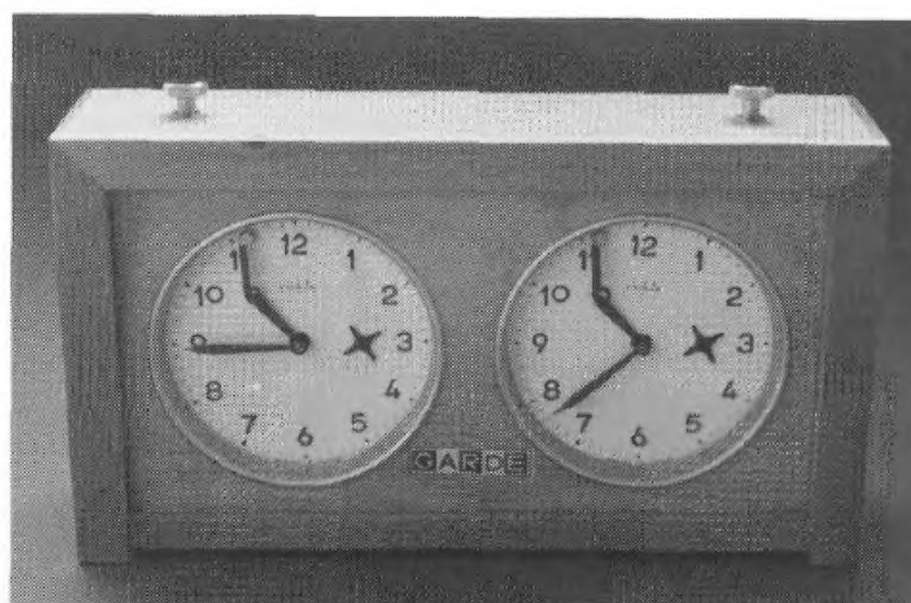
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The cover: A print by Kuniyoshi depicting a scene from the life of Asakura Shugo, who led a peasant rebellion during the Edo period protesting against oppressive taxes. *From the collection of Tanaka Fumio.*

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1983 Tournament Go

Below we present our annual round-up of the previous year's tournament scene.

Kido Prizes for 1983

'Kido' announced the following prizes in its March 1984 issue. The selections are made by a committee of leading go journalists.

1. The outstanding player of the year: Rin Kaiho, who recaptured the Honinbo title after a blank of 12 years. The only other candidate was Cho, whose wins in the Kisei and Meijin titles were counterbalanced by his losses in the Judan and Honinbo titles and his poor winning percentage.

2. The highest number of wins (7-dan and up): Rin Kaiho (32 wins, 12 losses).

3. Best winning percentage (7-dan and up, minimum 24 games): Kobayashi Satoru 7-dan on 79.5%.

4. Most consecutive wins (7-dan and up): Yamashiro Hiroshi 8-dan with 11 wins in a row (Rin was second with 10 and also third with a separate streak of 9).

5. The special merit prize: Awaji Shuzo 8-dan, who scored 4-3 in the 38th Honinbo league, challenged for the Gosei and Tengen titles and won the 8-dan section of the 8th Kisei title.

6. The fighting spirit prize: Kobayashi Satoru 7-dan, who had the top winning percentage for the second year in a row and also entered the Meijin league.

7. The prize for technique: Takagi Shoichi 9-dan, who won places in both the Honinbo and Meijin leagues. Takagi has never won a title, but his go is evaluated very highly by his fellow professionals.

8. The outstanding woman player: Sugiuchi Kazuko 8-dan, who won the top section of the rating tournament and also became the first woman to win promotion to 8-dan.

9. The 'new face' prize: Ogata Masaki 5-dan (born in 1964). Ogata's record for the year was 38-8, including a winning streak of 16 games.

Two special women's prizes were awarded in addition this year. They were:

10. The women's special prize: Kusunoki Teruko 6-dan, who won the Women's Honinbo title.

11. The women's encouragement prize: Ninomiya Hideko 1-dan, who beat Chino 9-dan,



Takagi Shoichi – the professional's professional



Ninomiya Hideko 1-dan

thus becoming the first 1-dan ever to beat a 9-dan in an even game.

Rin Wins Shusai Prize

Rin also won the 21st Shusai Prize, which is given to the outstanding player of the previous year. This is the fifth time that Rin has won this prize.

Kansai Ki-in Prizes

1. The outstanding player – not awarded.

2. The Risen prize (fighting spirit) – Sonoda Yuichi 9-dan, who reached the Kisei playoff and also won the Kansai Ki-in No. One Position title.

3. The Dogen prize (special merit) – Kiyonari Tetsuya 8-dan, who won the 7-dan section of the Kisei title.

4. The 'new face' prize: Yukawa Mitsuhsa 4-dan, whose record last year was 22-7.

5. Most consecutive wins: Shiraishi Yutaka 9-dan (16).



Cho Chikun — a new record for total prizemoney

1983 in Statistics

Top ten prize-winners

1. Cho Chikun: ¥70,970,000 (approx. \$315,000)
2. Rin Kaiho: ¥37,460,000
3. Otake Hideo: ¥29,330,000
4. Kato Masao: ¥19,720,000
5. Sakata Eio: ¥16,790,000
6. Fujisawa Shuko: ¥16,390,000
7. Awaji Shuzo: ¥16,000,000
8. Kataoka Satoshi: ¥13,600,000
9. Kobayashi Koichi: ¥12,940,000
10. Hane Yasumasa: ¥8,740,000

Highest number of wins (7-dan and up)

1. Rin Kaiho: 38-12
2. Kobayashi Satoru: 35-9
3. Awaji Shuzo: 34-18
4. O Rissei: 31-14
5. Otake Hideo: 29-21
6. Yamashiro Hiroshi: 28-13-1 jigo
Kobayashi Koichi: 28-21
Cho Chikun: 28-22
9. Kato Masao: 27-13
Sakata Eio: 27-14

Best winning percentage (7-dan and up)

1. Kobayashi Satoru: 79.5%
2. Takagi Shoichi: 76.7% (23-7)
3. Rin Kaiho: 76%
4. Baba Shigeru 7-dan: 74.1% (20-7)
5. Kajiwara Takeo: 71% (22-9)
6. O Rissei: 68.9%
7. Kurosawa Tadanao 8-dan: 68.8% (22-10)

8. Yamashiro Hiroshi: 67.9%

9. Kato Masao: 67.5%

10. Chino Naohiko: 66.7% (16-8)

Also-rans

Some prominent players who didn't make the lists:

Fujisawa Shuko: 9-15 (37.5%)

Ishida Yoshio: 15-11 (57.7%)

Takemiya Masaki: 17-17 (50%)

Outstanding results by players 6-dan and below:

Yoda Norimoto: 40-8 (83.3%)

Ogata Masaki: 38-8 (82.6%)

Goto Shungo: 31-10 (78.4%)

Among players 6-dan and below (of whom there are over 180 in the Nihon Ki-in), Michael Redmond took 14th place in total wins (20-10) and 18th place in winning percentage (66.7%).

1983 Go Diary

January

3rd: Death of Murashima Yoshinori 8-dan.

15th: Cho Chikun awarded 20th Shusai Prize.

17th: Otake wins 5th Kakusei title.

February

5th: Ishida Yoshio wins 15th Haya-go Ch'ship, defeating Kobayashi Koichi 2-0.

15th-18th: 5th WAGC held in Osaka, won by Ma of China. Danek of Czechoslovakia takes 6th place.

21st: Cho wins 21st NHK Cup.

March

5th: Sakata wins 2nd NEC Cup.

6th: Death of Hanawa Yasutoki 4-dan.

17th: Cho wins 7th Kisei title, defeating Shuko 4-3.

22nd: Death of Sakai Toshio 6-dan.

25th: Death of Hayashi Yutaro 9-dan.

April

2nd-4th: Cho Chikun, holder of top four titles, visits his homeland, South Korea.

11th: Iwamoto Kaoru 9-dan and Sakai Michiharu 8-dan retire.

27th: Kato wins 21st Judan title, defeating Cho 3-2.

May

20th: Shimamura Toshihiro 9-dan retires.

21st-22nd May: Ouellet 3-dan wins Quebec Open.

June

12th-3rd July: Japanese team tours China, wins 31-25 (Kobayashi Koichi scores 7-0).

17th-19th: 4th International German Team Ch'ship held in Dusseldorf, won by Berlin, 2nd Vienna, 3rd Amsterdam.

25th: O Rissei wins 14th New Stars tournament.

30th: Nakamura Yutaro 9-dan retires.

Andre Moussa defends title of French Champion, defeating Pierre Colmez 2-0.

July

4th: Rin wins 9-dan section of the 7th Kisei.

21st: Sugiuchi Kazuko becomes first woman to win promotion to 8-dan.

24th-5th August: 27th European Go Congress held in Edinburgh. European Ch'ship won by Janusz Kraszek of Poland.

25th: Awaji wins 2nd Stage of 7th Kisei.

28th: 38th Honinbo title won by Rin Kaiho, defeating Cho 4-3.

August

10th: Yoda 5-dan wins 8th Shinjin-O title.

27th-28th: Australian Ch'ship won by Kwang Ho An. 2nd Australia-New Zealand match drawn 8-8 (played 30th, 31st).

31st: Otake defends 8th Gosei title against Awaji 3-2.

31st: Suzuki Goro 7-dan and wife Tsuna 3-dan retire.

September

3rd: Tei Meiko 4-dan wins 7th Ryuen Cup (a privately sponsored title).

3rd, 4th: U.S. Ch'ships held, Easterns won by Gan Suk Han, Westerns by Zhong Tai Yan.

5th: 5th Women's Kakusei Cup won by Sugiuchi Kazuko 8-dan.

28th: Michael Redmond wins promotion to 3-dan.

October

8th-9th: Canadian Open Go Ch'ship won by June Ki Beck 6-dan.

12th: Kusunoki 6-dan defeats Honda Sachiko 6-dan (her sister) 2-1 to win 2nd Women's Honinbo.

15th, 16th: U.S. Contender finals (to decide WAGC rep.) won by Hongsoo Shin, who defeated Yong Kwon 2-1.

20th: Cho defends 8th Meijin title, defeating Otake 4-1.

22nd-29th: 2nd British Go Week, during which Matthew Macfadyen sets a new world record for nonstop go playing of 68 hours 3 minutes (playing 191 games, with 124 wins to 67 losses). Macfadyen subsequently won the British Ch'ship, defeating Terry Stacey.

November

9th: Kato defeats Otake 2-0 to defend 31st Oza title.

24th: Hane 9-dan wins 24th Okan title, defeating Yamashiro Hiroshi.

December

8th: Rin becomes Kisei challenger, defeating Sonoda 9-dan 2-0 in the playoff.

12th: Kataoka defends Tengen title, defeating Awaji Shuzo 8-dan 3-1.

15th: Death of Nakamura Yutaro 9-dan.

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Go World News

Kobayashi Wins Judan Title

In the 22nd Judan title match, Kobayashi Koichi made a superb fighting recovery after losing the first two games to take the next three and so win his long-awaited second major title. For Kobayashi, a player who has been hovering on the verge of greatness for nearly a decade now, this victory finally put an end to a frustrating seven-year blank since he won the 2nd Tengen title in 1977. With this boost to his self-confidence, Kobayashi may have another crack at overhauling his rival, Cho Chikun.

The fifth game of the title match was played on 18 April. Kato (black) was forced to resign after 180 moves.

Rin Defends Honinbo Title

Rin Kaiho has beaten back the challenge of Awaji Shuzo 8-dan for the 39th Honinbo title, but the match was by no means as easy for him as the score of 4–1 might seem to indicate. Awaji, who was making his debut in a major title match, displayed all of his characteristic vigour and aggression and more than once had the champion in trouble. Rin was only able to contain the challenge by summoning up all his fighting resources. The clash produced a great series, so Awaji can at least console himself that he did not disappoint the spectators. After his third unsuccessful challenge in less than a year, however, he must be wondering if he will ever actually take a title.

Results:

Game 1 (16, 17 May). Rin (W) won by resignation.
Game 2 (30, 31 May). Awaji (W) won by resig.
Game 3 (7, 8 June). Rin (W) won by 2½ points.
Game 4 (20, 21 June). Rin (B) won by resignation.
Game 5 (28, 29 June). Rin (W) won by resignation.

Kobayashi Again Leads Meijin League

In our previous issue we reported that Kobayashi Koichi was leading the Meijin league with an unblemished record of four wins. Well, Kobayashi is again in front, but the picture is now much more confused. He shares the lead with Ishida Akira, and four other players on three losses – Otake, Rin, Kato and Takagi – will also be in the running if Kobayashi and Ishida falter. That makes this one of the most wide-open Meijin leagues ever.



Ishida Akira – dark horse of the Meijin league

The main source of the confusion is the surprisingly good performances of Ishida Akira and Takagi Shoichi. Successive losses to these two players were what caused Kobayashi to stumble, but then they redressed the balance by both defeating Rin Kaiho, his main rival at the halfway point in the league.

Late news. Kobayashi defeated Hashimoto Shoji on 19 July to go to 5 wins.

Wang of China Wins 6th WAGC

China has again demonstrated its overwhelming strength in amateur go, but, in the first world amateur go championship played according to the Swiss system, Western players also made a very good showing. First place was taken by Wang Qun, who won all seven of his games. Second was Yoo Chang-Hyeok (age 17) of Korea on 6–1. Next were four players with five wins, who after the tiebreak (using SOS or sum of opponents' scores) finished in the following order:

- 3rd: Hirata Hironori (Japan)
- 4th: Ronald Schlemper (Netherlands)
- 5th: Matthew Macfadyen (U. K.)
- 6th: Pierre Colmez (France)

Then came a substantial group (nine players) on four points, headed by Lojze Suc of Yugoslavia (7th) and Kan Wai Shui of Hong Kong (8th).

This was the first time the Swiss system had been used for a go tournament in Japan and it was considered a great success, so it will continue to be used in future tournaments. Actually, there was

9th Meijin League (as of July 19th)

Rank	Name	O	R	K	K.K.	S	I	H	T	K.S.	Score
1	Otake	—		1	0	1	0	1	1	0	4 — 3
2	Rin		—	1	0	1	0	1	0	1	4 — 3
3	Kato	0	0	—	0	1		1	1		3 — 3
4	Kobayashi K.	1	1	1	—	1	0	1	0		5 — 2
5	Sakata	0	0	0	0	—			0	1	1 — 5
6	Ishida A.	1	1		1		—	0	0	1	4 — 2
7	Hashimoto S.	0	0	0	0		1	—	0	1	2 — 5
7	Takagi	0	1	0	1	1	1	1	—	0	5 — 3
7	Kobayashi S.	1	0			0	0	0	1	—	2 — 4

Note: the players are ranked according to their results in the previous league.

a slight modification of the Swiss in effect in the tournament, since the top three countries last year were seeded to play each other in the 5th to 7th rounds. That meant that Japan played Korea in Round 5, Korea played China in Round 6 and Japan played China in the final round.

9th Kisei Results

The first stage of this tournament produced the following individual dan winners.

1-dan: Hirano Norikazu
 2-dan: Tei Meiki (from Taiwan)
 3-dan: Muramatsu Ryuji
 4-dan: Ishikura Noboru
 5-dan: Cho Shoen (elder brother of Cho Kisei)
 6-dan: Aragaki Takeshi
 7-dan: Kobayashi Satoru; 2nd: Tanimiya Teiji
 8-dan: Kawamoto Noboru; 2nd: Abe Yoshiteru
 9-dan: Kobayashi Koichi; 2nd: Sakata Eio; 3rd: Shiraishi Yutaka and Sonoda Yuichi; 5th: Take-miya.

Promotions: Awaji to 9-dan, Redmond to 4-dan

Awaji Shuzo's rank has belatedly caught up with his actual strength. In an oteai game on 13 July, Awaji won promotion to 9-dan, thus becoming the 37th active 9-dan in the Nihon Ki-in.

The following week, in a game played on 18 July, Michael Redmond won promotion to 4-dan. Recently Michael has been enjoying superb form. Since making 3-dan in September last year, his record in the oteai has been 9 wins to 1 loss, which means that he made 4-dan in almost the minimum time possible. His overall record this year is 16

wins to 3 losses, which, at 84%, gives him the best winning percentage in the 6-dan and under group. We hope to present his promotion game in a later issue.

Kato Challenges Otake Gosei

Kato and Otake are clashing yet again in a title match. Kato has become the challenger for the 9th Gosei and to date has scored one win and one loss in the title match with the defending champion, Otake Hideo. In the first game, played on 5 July, Otake, holding black, forced Kato to resign, but the latter reversed that result in the second game, played on 19 July.

Kato became the challenger by defeating Fujisawa Shuko in the playoff (14 June). Shuko had had a good run in this tournament, defeating in turn Rin, Kataoka and Hane, thus encouraging his fans to believe that he was finally back in peak condition after his operation last year. He almost won the playoff too, but he squandered an early lead over Kato with a series of blunders.

Japan v. China, Cho v. Nieh

Japan has emerged the victor in the first serious international series played with China. In late May and early June this year, a Chinese team made the regular biannual tour of Japan and for the first time in ten years the tourists finished with a losing record. The reason is that the Japanese side had become disgusted with its abysmal record against these touring teams (in 1982 the Chinese won 43 to 13) and so matched them against really strong teams. Also for the first time the series

was billed as a 'Japan v. China' series rather than just as a goodwill tour. The Japanese enlisted the services of the number one title-holder in Japan, who just happens to be Korean. The unique feature of this tour was two best-of-three individual series and as an added inducement to the Japanese players, their game fees were five times as big if they won their matches.

The main attraction of the series was the encounter between Cho Chikun on Board One for Japan and the Chinese ace, Nieh Wei-p'ing. Cho won two straight, earning ¥2,000,000 for his trouble. Nieh also lost 0-2 to Kato, who in all played six games against the tourists, winning all six. The overall results were 33 to 22 in favour of Japan, which won 11 of the 16 best-of-three series played.

Only one member of the eight-man Chinese team scored a plus record, quite a contrast to past tours. This was Liu Hsiao-kuang, who won his best-of-three matches with Ohira 9-dan and Honda Kunihi 9-dan and scored 5-2 for the tour. Nieh, who scored 6-1 in 1982, could only eke out two wins this time, though he did have the consolation of beating Sakata in a haya-go exhibition game.

We will present a detailed report on the tour, with game commentaries, in a later issue.

1984 Amsterdam Go Tournament

The 13th Amsterdam Go Tournament was held from 31 May to 3 June, with 228 participants. This six-round MacMahon tournament was full of surprises. In the second round Robert Rehm 5-dan of Holland defeated Yang 5-dan, the winner of the French championship and one of the favourites, and the rising star Erik Puyt 4-dan of Holland upset Andre Moussa of France. Then in the 5th round Moussa upset the winner of the previous two Amsterdam tournaments, Jong-su Yoo 6-dan of Korea. Moussa and Yoo finished in a tie, with 5 points each and equal SOS points. They shared the prizemoney of 1500 guilders, but the cup went to Moussa because he had won their encounter.

The lightning tournament, a Dutch specialty, was won by Bobby van de Hoek 1-dan of Holland.

Report from Erik van Grieken

News from Britain

The British Go Congress, held on 13-15 April, ended in a tie between Jon Diamond and Jim Barty, both on 5/6. Jon Diamond won on SOS.

The Candidates Tournament, the first stage of the British Championship, was held on 5-7 May, with 24 players participating. Of these, the top four, listed below, qualified for the next stage.

1. J.H. Smith 2-dan: 5/6
2. R. Granville 3-dan: 5/6
3. A. Daly 3-dan: 4/6
4. F. Roads 3-dan: 4/6

In the next stage, the Challengers Tournament, held on 26-29 May, the placings were:

1. T. Stacey 5-dan: 6/7
2. J. Barty 4-dan: 5/7
3. J. Bates 4-dan: 5/7
4. J. Rickard 3-dan: 4½/7

This was an eight-player round-robin and the above four players will retain their places in next year's league. The winner, Terry Stacey, will challenge the British champion, Matthew Macfadyen, later this year.

Report from Richard Granville

Go in Kenya

Thanks to the efforts of Manfred Wimmer, former 2-dan professional with the Kansai Ki-in, a new centre of go has been established. After a year of work, including raiding local chess clubs for converts, Wimmer's efforts have resulted in the establishment of two go clubs in Nairobi. Recently the first tournament was held (won by Lee 4-dan of Korea) and there are two clubs in Nairobi which meet regularly. The next step is the planned formation of the Kenya Ki-in. Wimmer claims that activity in this 'tropical hothouse' of go compares favourably with some European centres and while most of the players are expatriate Oriental and European players, they have managed to convert the Kenyan chess champion, Mr. Kanami, to the game and so far he is the most promising local player.

Visitors to Kenya who fancy some tropical go should drop in at:

Japan Club, Jacaranda Hotel, Westlands, Nairobi (Wednesday evenings) *or*

Korean Club, Executive Sportsman Restaurant, opposite Kenya Airways head office, Nairobi (Sunday afternoons).

The postal address is: Kenya Ki-in, c/- Mr. Lee, P. O. Box 67499, Nairobi.

Incidentally, the Dutch chess grandmaster, Mr. Lod Prins, who toured Kenya in June, helped to boost go by giving it publicity in his press conferences. *(More news on page 32)*

1984 Acornsoft Computer Go Tournament

by John Fairbairn

A British player of only 12 months' standing has become the first champion go player of the world. That title, along with a cheque for £1,000, was bestowed on 29-year-old Bronislaw Przybyla, a freelance programmer from Swindon, when his program beat seven others in an all-computer tournament (on 13 x 13 boards) held in London early in January.

Although Przybyla's program has a long way to go before it can give beginners a really interesting game, the quality of play surpassed most people's expectations. The sponsors, Acornsoft Ltd., who write software for one of Britain's top-selling micros, the BBC Micro, were delighted enough to announce already that this tournament will be an annual event.

The eight programs in the tournament were the best of 11 programs submitted (out of 61

initial applications), but it was widely felt that the five months allowed was far too short. Most programmers therefore opted to write in BASIC and eschewed all but the most primitive type of lookahead. Against humans all the programs would collapse against tactics as simple as snap-backs because of this lack of lookahead, but computers don't sacrifice yet either, so most games were able to proceed sedately while looking remarkably like good beginners' games.

As the tournament was to be a knockout the programs were seeded. The seedings were supposed to be secret so that the adjudicator (British champion Matthew Macfadyen) would not be influenced, but in the first round a huge crowd gathered round the game featuring BGA President, Richard Granville, with virtually no interest being shown in any of the other games.



The contestants face off in the final of the Acornsoft Computer Go Tournament, perhaps the first computer go tournament in the world, held in London in early January 1984. Eight programs competed in the 3-round knockout on 13 x 13 boards, using Chinese rules (komi 2¾). The computer used was the BBC Microcomputer, which is manufactured by Acorn. (Photo by John Fairbairn)

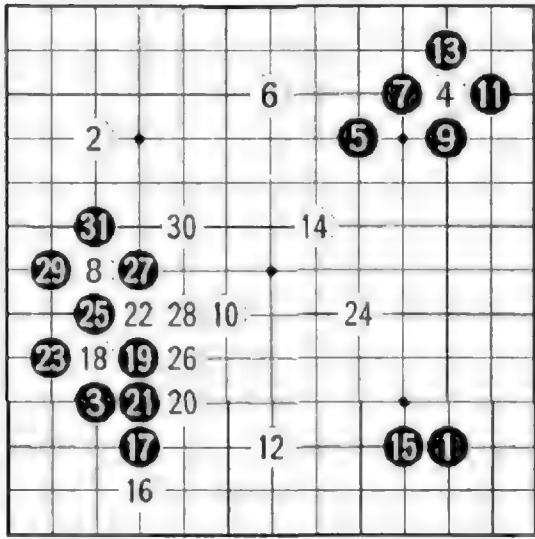


Figure 1 (1 - 31)

Round 1. Black: Hobson/Brakes; White: Reiss
As Granville had written his program at work on a VAX mini and had then converted it into the BBC Micro's machine code, he had the advantage of easily the fastest program. He was, at 3-dan, also one of only two dan players there. His opponent, Mike Scott, a casual go player but another computer worker, produced an interesting but too passive program and Granville won convincingly. At the end of round one he was already odds-on favourite.

The other dan player, John Hobson, was putting up a good show against Michael Reiss of Sussex University, but Reiss's program was bursting with new ideas, and although not many were go-inspired he was doing well until he ran out of memory and crashed. He was allowed to resume but his lack of go knowledge told as the game wore on.

Przybyla was in serious trouble in his first game, against a mystery player, A.J. Lucas, who didn't attend and had an Acornsoft representative operating his machine. Przybyla had not catered for Lucas's style of no-contact fuseki and was playing

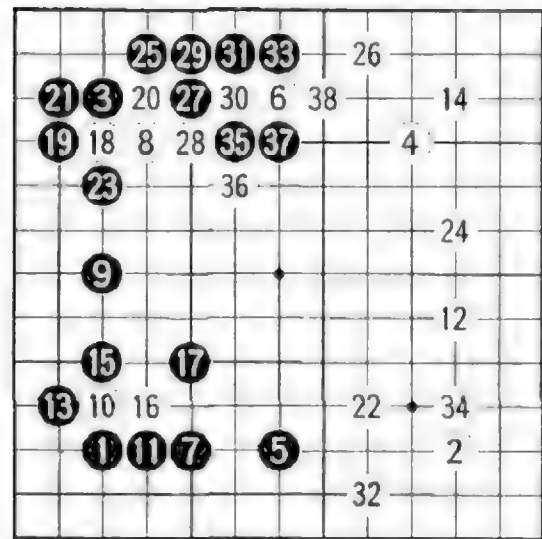


Figure 1 (1 - 38)

Semifinal. Black: Przybyla; White: Skidmore
on too small a scale to win. When contact did begin the game became interesting if bizarre, but when a ko developed and Lucas's program went into the computer's equivalent of ko, an infinite loop. Had Lucas been there to sort the fault out there might have been a different winner.

The final game of the first round was distinguished only by being the slowest. Strictly speaking, time limits were in force — two minutes a move — but the organizers, principally Charles Matthews of Cambridge, himself a dan player, were taking a relaxed view of them and allowed the game to potter on until Tony Hart (who had come over from Ireland for the event) preempted adjudication and resigned. He had suffered from having virtually no experience of playing go as a human. His opponent, Dave Skidmore from Nottingham, like Hart was more in tune with the computing aspects of the day but he'd had a few more games and that showed in his evaluation function.

In the semifinals, on the afternoon of the same day, the crowds were still with Granville, who was

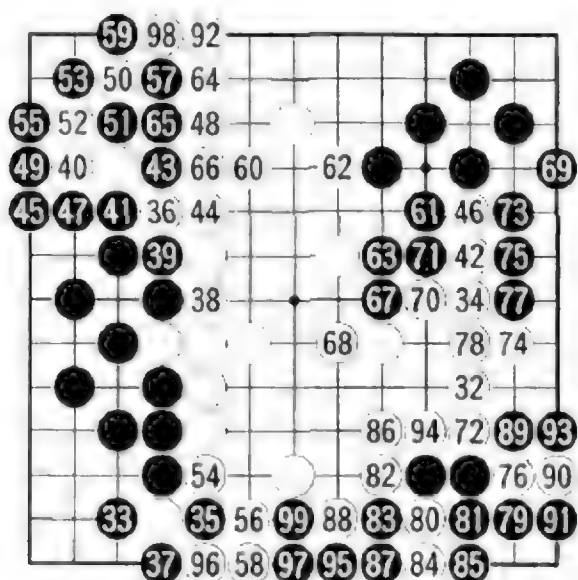


Figure 2 (32 - 99)
Adjudicated a win for Black.

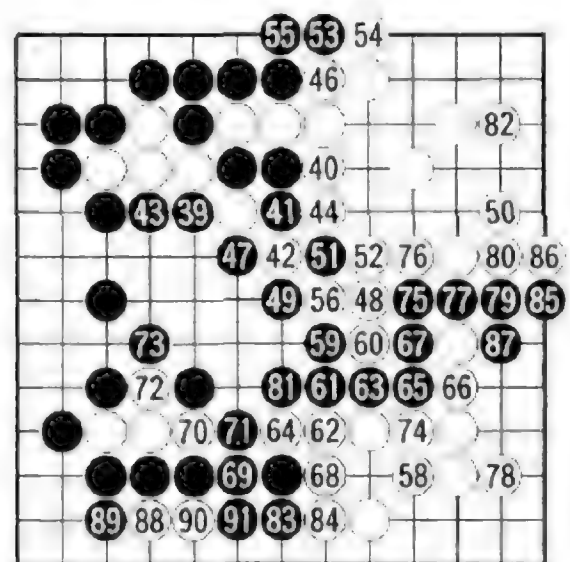


Figure 2 (39 - 91). *White resigns*
45: at 28; 57: at 42

looking ever more confident. He had a relatively easy game against Hobson, whose program did the computer equivalent of resigning – it crashed in a lost position. Hobson (who strictly was only co-author with Bill Brakes, another shodan) had no room, with a full 32 Basic program, to write a patch to continue the game.

Przybyla found his game against Skidmore was rather like Round 1 – no contact. Skidmore got a good position until a bug in his program decided that giving stones away was a good idea. In disgust Skidmore called for some DDT and resigned.

That left Granville to play Przybyla in the final on the Sunday. Time limits were supposed to be upped to five minutes a move but as neither program used tree searches they could not take advantage of the extra time. Looking for ways to spin the day out, the organisers proposed a series of games. That idea was dropped when the programmers pointed out they had no random functions in their code and the same game would result every time. In the end one game was played, with pauses for Mathew Macfadyen to comment.

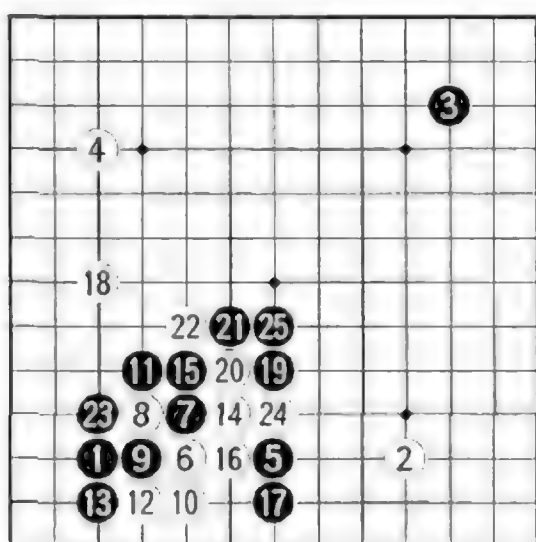


Figure 1 (1 – 25)

Final, Black: Przybyla; White: Granville
Komi: $2\frac{3}{4}$ points (Chinese rules)

Granville's program was characterised by a liking for hanes, two-space extensions and knight's move approaches. He was therefore able to predict confidently it would play 18. But its fuseki plays stop as soon as the tactics begin (White 20) and the programmer then found it increasingly difficult to say what the program was going to do.

If there was one single feature that made Przybyla's program successful, it was its ability to play blocking moves like 19 for the right



Computer go champion Bronislaw Przybyla
(photo John Fairbairn)

reasons. It was coupled with a capture sub-routine that enabled it to tell when groups had to be captured and when they could be left alone (capture of enemy stones began as soon as its own surrounding stones were reduced to two liberties).

Black 23 surprised Granville. His program knows about ladders, but obviously not enough. Przybyla's program can't see the kill yet – but it could on move 31 in Figure 2.

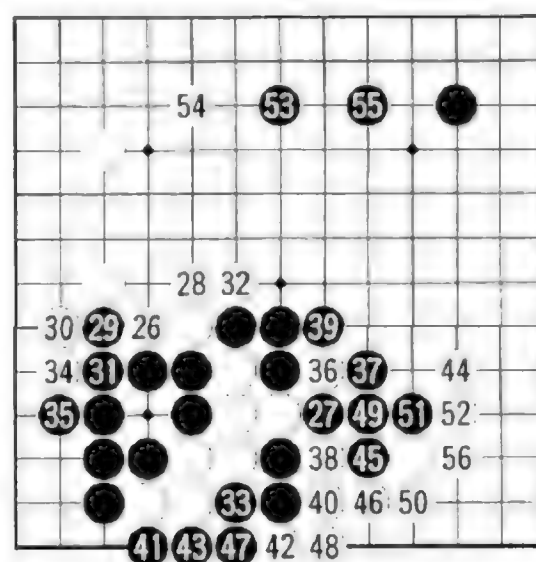


Figure 2 (26 – 56)

At this point Granville pointed out his program has no concept of eyes or territory! Przybyla said his program also had no eye-making mechanism (he had written a routine for this but had no time to test it, so left it out), but it did have a way of counting 'virtual territory' points.

The computer played 42 and not 47 because it knew it had to play from a live group.

White 56. To stop what it thought was a dangerous cut (the ladder-reading problem again).

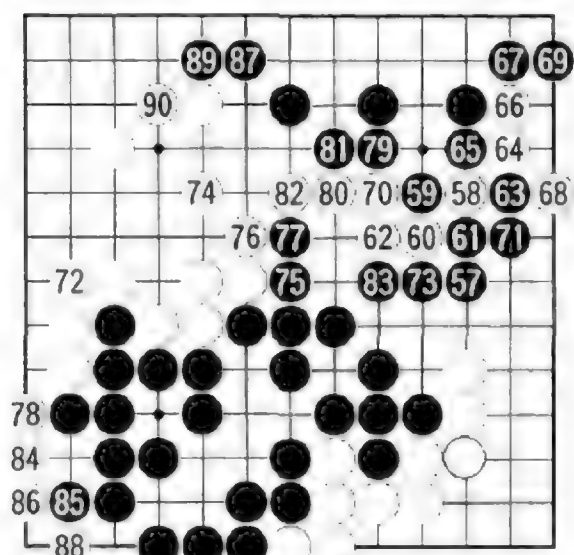


Figure 3 (57 – 90)

Figure 3 (57 – 90)

White 62. Granville had predicted 63. It was amusing to see the beast taking over. Similarly, instead of 64 he expected 70 or 87. Like Mike Scott's program earlier, his program was making the mistake of making lots of cuts based on dead stones: it was simply going by shape.

The catalogue of unexpected moves continued for some time for Granville, but he was able at last to predict 90 as he knew his program did not like cutting points.

With 95 Przybyla's program won praise from Macfadyen for almost faultless endgame play. But Przybyla confessed he had expected 104.

108 illustrated the mistake of hane-ing from a dead stone again, but remember these programs, having no lookahead, were incapable of seeing snapbacks.

After 120 it was simply a matter of formally ending the game, which meant, under Chinese

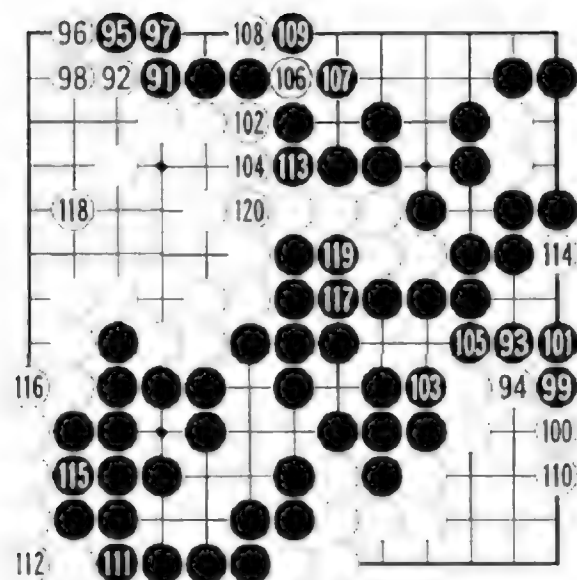


Figure 4 (91 – 120)

Moves after 120 (fill-in moves) omitted. Black won by $7\frac{3}{4}$ points.

rules, taking off all dead stones and filling in until every group had exactly two eyes. It was a considerable achievement that both programs could do this and thus recognise the end of the game — it is this in particular that gives them their potential value for teaching beginners. But Przybyla was praying the fill-in moves would not take him past move 300. His program was going to crash then!

A few technical notes on Przybyla's program may be of interest. It concentrates on killing and, for example, always sees double ataris. It is also designed, in this respect, to play against beginners. Its technique is to select and then evaluate 'reasonable' moves, principally one of the following six types of moves (all other things being equal, they would be selected in this order of priority).



1
cut



2
split



3
peep



4
descent



5
extension



6
kosumi

The Fabulous Master of Go

Go Seigen (i)

by John Fairbairn

This year Go Seigen, one of the towering giants of go history, celebrates his 70th birthday and also the 56th anniversary of his arrival in Japan. Owing to poor health, Go Seigen has been inactive as a tournament player for nearly two decades, apart from some TV haya-go, but he did not retire officially until this year. On 24 February a lavish party was held at the Hotel Okura in Tokyo to celebrate his retirement and his 70th birthday and everyone who is anyone in the go world, from the top title-holders down, attended.

Because Go Seigen was at his peak before the proliferation of the modern newspaper tournaments, he does not have an impressive swag of titles like some of the current champions, but in a series of jubangos (ten-game matches) held in the 1930's, 1940's and early 1950's he bested every rival and completely dominated the go scene. Not one player was able to stay on even against him. Go Seigen also made extraordinary contributions to go theory: he was co-founder of the New Fuseki, which caused a revolution in opening theory, and he was the most prolific inventor of josekis in go history.

'Go World' is paying tribute to the fabulous master of go with this two-part biography and selection of games by John Fairbairn. (Editor)

There is a legend in China that a fabulous beast called a kylin — part unicorn, part stag — appears whenever an emperor or great sage is born. So did a kylin appear in Fukien province on 19 May 1914? For that is when one of the greatest go sages, Wu Ching-yuan, better known as Go Seigen, the Japanese reading of his name, was born.

Go was born the third son in a family of three boys and three girls. Originally of landowning stock, his father, I, had been sent by the Chinese government to study in Japan and while in Tokyo he had frequented Hoensha, an exclusive club for the top players, where he was taught by Nakagawa Kamesaburo 8-dan (the son of Honinbo Jowa). Wu I's strength at its peak was said to be that of a modern 2-dan amateur and he acquired a great love of go. On his return to China he took with him a traditional go board and stones and dozens of books. He became a civil servant and moved to Peking in 1916, when Go Seigen was two.

Seigen's eldest brother, Huan (later changed to Ti-sheng), learnt go first and became one of the strongest amateurs in the world — at the height of Seigen's career he could give Ti-sheng only two stones. Ti-sheng, who has written extensively on go in Chinese, was champion of Taiwan in 1952 and he spent several years in Japan as a student at the Imperial University.

Seigen learnt go from his father at the age of eight and within a year was up to the level of his father, who, about this time, contracted tuberculosis and spent long hours playing with his son



Go Seigen (date of photo not certain but probably early 1970's)

during his convalescence. He died in 1924, however, aged only 33, without having ceded the white stones to his son.

Just before he died he took Seigen to the Peking



Go Seigen's second trial game in Japan: a 2-stone game against Honinbo Shusai Meijin played on 26 December 1928 at the Nihon Ki-in. He won by 4 points.

go club in the Haifeng-hsuan tea house where the top Chinese players met. There he played Wang Yun-feng, Ku En-hao, Liu Ti-huai, Wang Yu-ch'en and Lei P'uhua and beat them, taking three stones. He was admitted to the club and within three years his strength was close to that of the top players of Peking, around 4-dan professional. He was only 12. His study consisted in poring day and night over the books his father had brought from Japan, and for that reason the predominant influence on him was Honinbo Shusaku.

In the summer of 1926 the then youngest 6-dan in the Nihon Ki-in, Iwamoto Kaoru, visited Peking and played two teaching games on three stones with the young Go, who won both games. Several days later, at a go meeting in the house of the Chinese politician Wang K'e-mun, Iwamoto played Wu, at Wang's suggestion, on two stones and won by only two points. Iwamoto recognized that Wu was stronger than any amateur in Japan.

The late autumn of the following year saw a visit by Inoue Kohei 5-dan to Mukden, where he played China's top player, Liu Ti-huai, on two

stones, winning 3-1. He went on to Peking, where he was pitted against Go Seigen on two stones. Inoue fell behind and resorted to thinking for a very long time over his moves and the game was left unfinished. Several days later he did exactly the same thing with another game against Go that was going against him. Accepting the inevitable, Inoue reduced the handicap to first move. A game was begun at this handicap, but again the boy took the lead and Inoue broke it off unfinished.

In a fourth game with Inoue, Go won in a complete rout. Several days later Inoue eventually won a game himself. On his return to Japan, where, as one of the old guard of Hoensha and a ghost writer for Honinbo Shusai, he was very influential, he told everyone of the boy genius. Segoe Kensaku 7-dan, then one of the very strongest players (8- and 9-dan gradings were then exceptional), decided to have the boy as his personal pupil and through the Japanese diplomat Yoshizawa invited Go to Japan. However, his mother, Shu-wen, refused to let him go because

she had lost her husband only two years before.

The next year, Segoe, having seen Go's games with Inoue and sensing in him the reincarnation of Shusaku, sent his pupil Hashimoto Utaro (then 4-dan) to see Go in Peking. They played two games, both of which Go won. Hashimoto managed to persuade Go's mother to let him go to Japan and to stay with him at Segoe's house.

So in October 1928 Go arrived in Japan to a tumultuous press reception. Before the youngster could be shown to the public in the go arena, however, he had to be given a grade, for in those days handicap games were the norm. There were various opinions about what this grade should be, but Segoe's view that it should be 3-dan prevailed. It was very unusual for anyone to join the professional ranks at such a high initial grade and it did not please everyone. But Go's first trial game was with the winner of that year's autumn oteai (the professional grading tournament), Shinohara Masami 4-dan. Go, who had never played with time limits, was allowed to play under *no* time limit and the game went on for over three days, though the total time required was less than for a normal oteai game. Go won. His second game was against Honinbo Shusai. He won. His third game was against Murashima Yoshinori 4-dan and he won again. His tentative 3-dan grading was then recognized formally.

Having thus become a member of the Nihon Ki-in, Go was expected to play in the 1929 oteai. But in view of the history of tuberculosis in Go's family, Segoe had the boy examined by a doctor to see whether his health would stand up to the gruelling games, and it was decided to postpone his entry into the oteai by one year.

Meanwhile there was intense competition among magazines and newspapers to publish his first official game, with 'Kido', Yomiuri Shimbun and Jiji Shimpō leading the pack. To satisfy the demand, Go spent his first, free year playing exhibition games, starting with a series for 'Kido'. In these games, against Japan's best 'new stars', he scored 10–3, all at first-move handicap. In that first series he beat Kojima 3-dan, Onodera 3-dan, Kato 3-dan, Hasegawa 4-dan, Hayashi 6-dan, Mukai 6-dan, Kato Shin 6-dan, Fukuda 5-dan, Fujita 4-dan and Takahashi 3-dan, losing to Maeda 4-dan, Miyazaka 6-dan and Inoue 4-dan. The games were played between April 1929 and February 1931.

Even more outstanding was his defeat of ten players in a row: Onodera, Takahashi, Hayashi, Maeda, Kato Shin, Miyazaka, Kubomatsu 6-dan, Segoe 7-dan, Inagaki 7-dan and Karigane 7-dan, in a series sponsored by the Yomiuri Shimbun over two years. The series was to continue until he lost, which did not occur until the 11th game against Suzuki Tamejiro 7-dan (these games were all at the appropriate handicaps).

The only player who could match Go Seigen was Kitani Minoru (born 1909), then 5-dan. Their first meeting took place in the Jiji Shimpō competition of summer 1929; Go amazed Kitani not only by playing his first move on the centre point but also by continuing with mimic go. The game was held at the Nihon Ki-in, then at Akasaka, and the young Go, his head shaven in the manner traditional for Chinese boys, looked incongruous in traditional Japanese kimono and duckcloth hakama, unable to kneel in the formal way. He bowed shyly and quickly, then suddenly played on the centre point. But it was the subsequent mimic go that most agitated Kitani and he kept retreating to the adjacent room to voice his complaints. But no rule could be found to invoke against it.

Go never confessed why he played this way, but some think it was because he saw no other way of beating Kitani — and Kitani won anyway (after mimicry for 63 moves), much to the relief of Segoe, who believed that if Go had won it would have been a sorry day for go. It is true that Kitani was five years older and was one step ahead of Go in promotion, but others believe that this was an early sign of Go groping towards the theory of new fuseki that he developed with Kitani.

Go started in the oteai in the spring of 1930, as 3-dan. In that session (there were two sessions a year) he scored 7–1 and took third prize. In the autumn session he scored 7–0 and took first prize. In 1931, now 4-dan, he scored 6–2 and 8–0 in the two sessions. In 1932 (still 4-dan!) he scored 8–0 and 7–1. But two of his four defeats were at the hands of Kitani.

In 1933 the Yomiuri Shimbun prepared to celebrate the publication of their 20,000th issue. To mark it, they arranged a special tournament of 16 players from East and West Japan, known as the All-Japan Tournament. The winner was to be allowed to play a game with Honinbo Shusai.

It was in this tournament that Go started experimenting with moves on the 3–3 point. Against Kitani he played a double 3–3 fuseki as Black and won. It was a knockout tournament and Go beat Shinohara in Round One, Hayashi in Round Two, Kitani in the semifinal and Hashimoto Utarō in the final.

In the match against Shusai (his first retirement game) Go Seigen started with moves on the 3–3, the centre point and the 4–4 in the opposite corner. After a three-month tussle, from late October 1933 to early February 1934, Go lost by two points. The game was without time limits and had no sealed moves; it was White's privilege to break off at any time and Shusai did so once after Go had played only one move. In the end the game extended over 14 sessions.

It was also in 1933 that Go played his first jubango or ten-game match with Kitani. Both were then 5-dan and the match began level, that is, alternating first move (there was no komi then, except in experimental games). The rule in such matches was that when a player fell behind by four games (sometimes three) he was beaten down (uchikomi) to the next handicap, in this case first move in every game, then alternating first move and two stones, then two stones in every game, and so on.

The match with Kitani was sponsored by Jiji Shimpō (a newspaper that was the precursor of the Mainichi Shimbun) and it started in the summer. But in the autumn oteai Kitani was awarded 6-dan, and as this upset the handicapping the match was called off at 3–3.

It was around this time that 'new fuseki' became an identifiable concept. The story of New Fuseki has been told several times in English and I do not propose to repeat it, but it is of interest to hear, for the first time in English, what Go himself says about it.

'I won promotion to 5-dan in the autumn oteai of 1932. The promotion was definite, but I did not get my diploma till the year after and I did not play as a 5-dan until the following March. It was then that I began to play my opening moves on the 3–3 and 4–4 points. The reason is that there were then few 5-dans and I had White a lot of the time. Taking the view that to play joseki would mean a loss for White, I experimented with playing a faster kind of go, that is, without en-

closing the corners. I actually played it in games outside the oteai too, but not much notice was taken of it. I played 3–3 twice in my Jiji Shimpō match with Kitani and lost both times.

'Kitani at that time was playing in a style based on mapping out large prospective territories. As I was playing 3–3, the conditions were ideal for him to develop large frameworks, which he did on the basis of initial moves on the 4–4 point.

'Now at that time Kitani was keen on taking naps in the afternoons, after having played only about 40 moves, and so the games were often left suspended. Because this was a special match there was no definite time to play and it was all rather relaxed.

'In one interval when a game was suspended we went to the house of Kohara Masahiro for Kitani to write a book called "Synthesis of Fuseki and Joseki". At Kohara's invitation we went together, taking our families, and stayed for three or four days. I hadn't particularly intended to study go but as I watched Kitani preparing the material for the book I was very impressed. At first I did not agree with his ideas, but I thought some of them were interesting. Of course then I did not know about the triple-star-point opening (sanrensei). That wasn't in Kitani's text.

'On my return I had to play Shinohara in the first round of the All-Japan Tournament. Playing on the 4–4 point, I answered the high approach move with a knight's move, then switched elsewhere. People took some notice of that, but when Kitani came back he chose to play sanrensei for the first time, against Maeda. On move 6 Maeda played on the third line between two star stones. In those days that was a common-sense move. Kitani lost.'

In the spring oteai of 1933, Go, now 5-dan but still only 19, played rather more conventionally and scored 7–1. But in the autumn session he displayed the full range of New Fuseki moves, including the famous '16 soldiers' game (in which the stones were laid out in a fashion reminiscent of the children's fox-and-hounds-type game called '16 soldiers'), and he scored 7 wins and 1 draw. There was such interest in the new fuseki that a famous consultation game between Go/Kitani and Segoe/Suzuki was arranged in 1935. In 1934, still at 5-dan, Go scored 5–2–1

and 5-3 in the oteai, his worst results so far.

In October 1935, having been resident in Japan for seven years, Go put in a request for naturalization, which was granted in 1936. He did this so that he could stay on in Japan against a background of increasing political tension between Japan and China.

In 1935 Go appeared in the spring oteai, scoring 5-2 - 1 and winning first prize, but he then had to withdraw from the autumn session because of ill health. He returned in spring 1936 and scored 8-0, but once again he had to miss the autumn session with chest trouble. He went into a nursing home in 1937 and was convalescent for 15 months before he recovered. His health has been poor ever since.

He returned to the oteai in autumn 1938 as 6-dan but could score only 3-3-1, and in the spring 1939 oteai (his last) he scored 3-3. In the last of these games he had white against Kitani and needed to win to get enough points for promotion to 7-dan. He won and joined Kitani, Segoe and Suzuki Tamejiro at the top of the professional pyramid - the only 9-dan, Shusai, was in retirement and there were no 8-dans.

Segoe and Suzuki were past their best. Kitani was the only real rival. The story of the showdown between the two and the history of Go Seigen's reign as the king of the jubangos will be told in our next issue. Below are some of the most famous games from the first part of his career.

1. Japanese fuseki

This game is the fourth between Go and Inoue Kohei 5-dan played in Peking when Go was only 13. It was the first that Inoue allowed him to finish. Go won, but Inoue was no pushover. He was particularly noted for his strength in handicap games and against weaker players. He was the best educated go player of the time and used his lit-



Go Seigen and Kitani (autumn 1932)

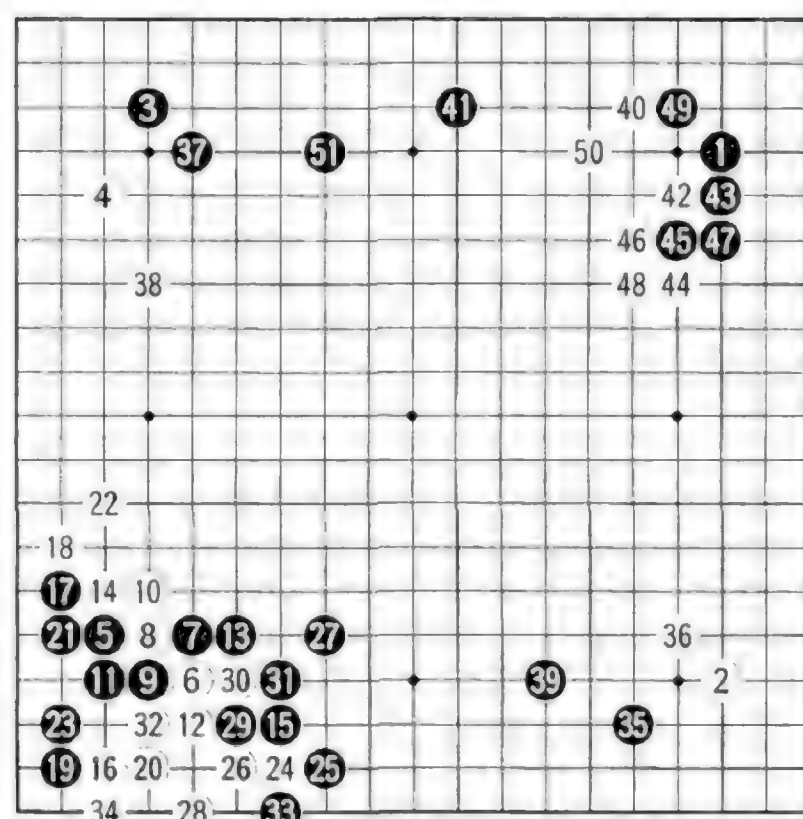


Figure 1 (1 - 51)

erary talents to write for Shusai.

As will be seen from this game, Go was very much a player in the Japanese mould in his early days and was known especially for his mastery of the Shusaku fuseki exemplified here. Even so, it was to be only six years before he turned fuseki theory on its head.

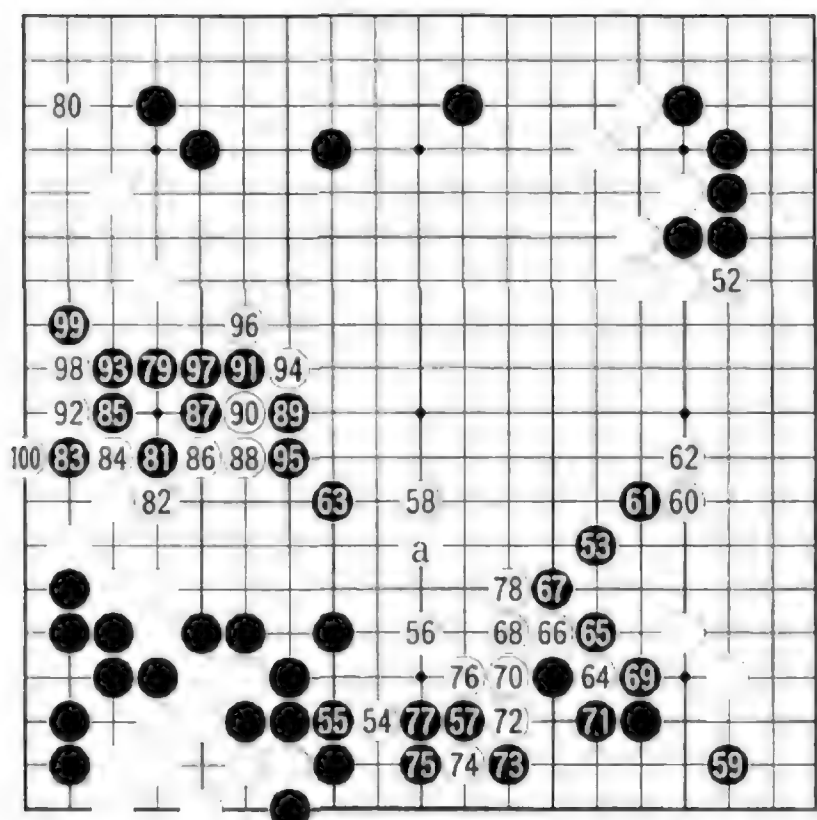


Figure 2 (52 - 100)

White: Inoue Kohei 5-dan
Black: Go Seigen (aged 13)
Played in Peking in 1926

Go Seigen: 'The records of my games with Inoue were sent to Segoe 7-dan by Yamazaki Arimoto, a dealer in traditional Japanese art living in Peking. That was how I came to be recognized by Segoe.'

'I recall that this game was started at 8 in the morning and that it took 12 hours.'

Figure 2 (52 - 100)

Go Seigen: 'Black 57 is a little feeble. Now I would attack at 'a'.'

Segoe: 'White 78 is certainly the honte (proper

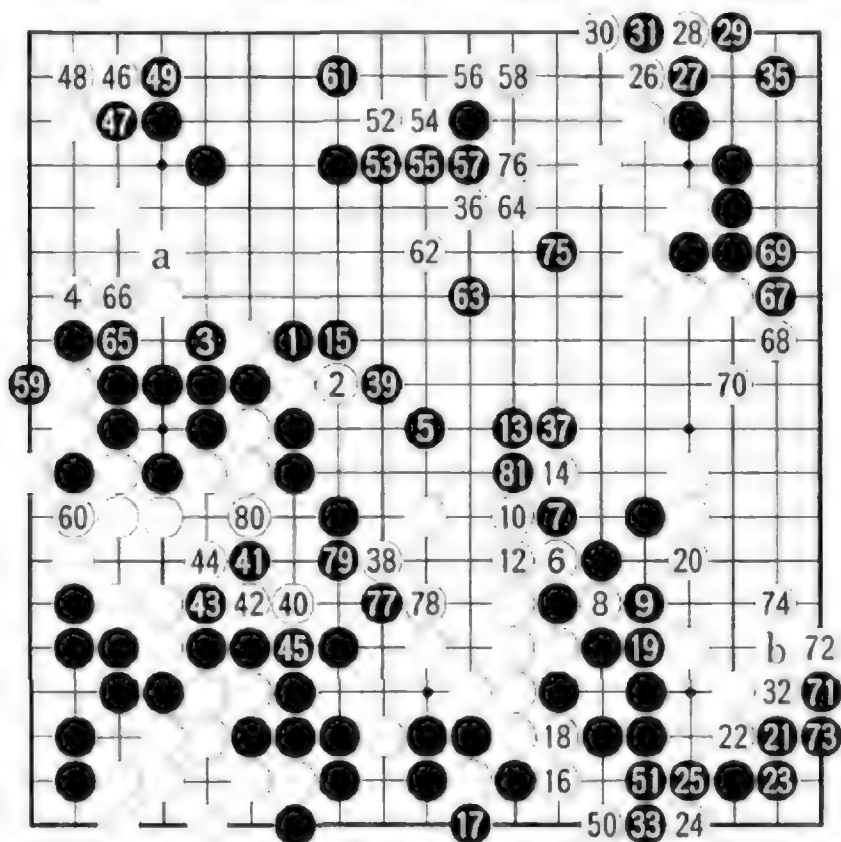


Figure 3 (101 - 181)

11: ko; 34: ko (at 28)

move), but letting Black invade at 79 is bad, so 78 should be at 79.'

Figure 3 (101 - 181)

Go Seigen: 'Black 1 at 66 would be bad, as Black would be sealed in when White pulled back at 'a'. Taking sente with 1 and 3, then attacking at 5, secures the lead.'

'If White 26 at 33, Black plays at 'b' and takes territory while living.'

'Black 39 secures the win. White is dead after 81.'

White resigns after Black 181.

2. Mimic go

White: Kitani Minoru 4-dan

Black: Go Seigen 3-dan

Published in the Jiji Shimpō in June 1929.

Although Go and Kitani were to become great friends and collaborators, their initial meeting was full of tension. Kitani was the boy wonder of Japan and being five years older he had a definite edge over Go. In an effort to unsettle Kitani, in which he succeeded splendidly, Go chose to play his first move on the centre point (he was black at B-B-W handicap) and then to play mimic go. It was a powerful tactic, especially as there was no komi. He continued the mimicry for 63 moves, but it was felt afterwards that he should have continued it a little longer. By move 99 Kitani had drawn level and he went ahead when Black made a mistake on move 113 (he should have played 119). Kitani went on to win by three points.

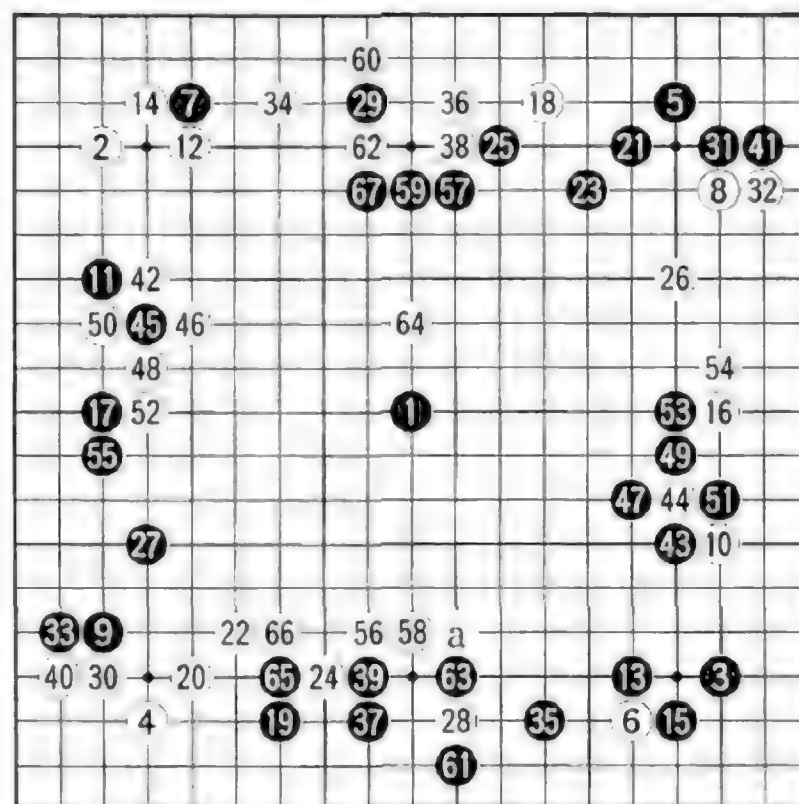


Figure 1 (1 - 67)

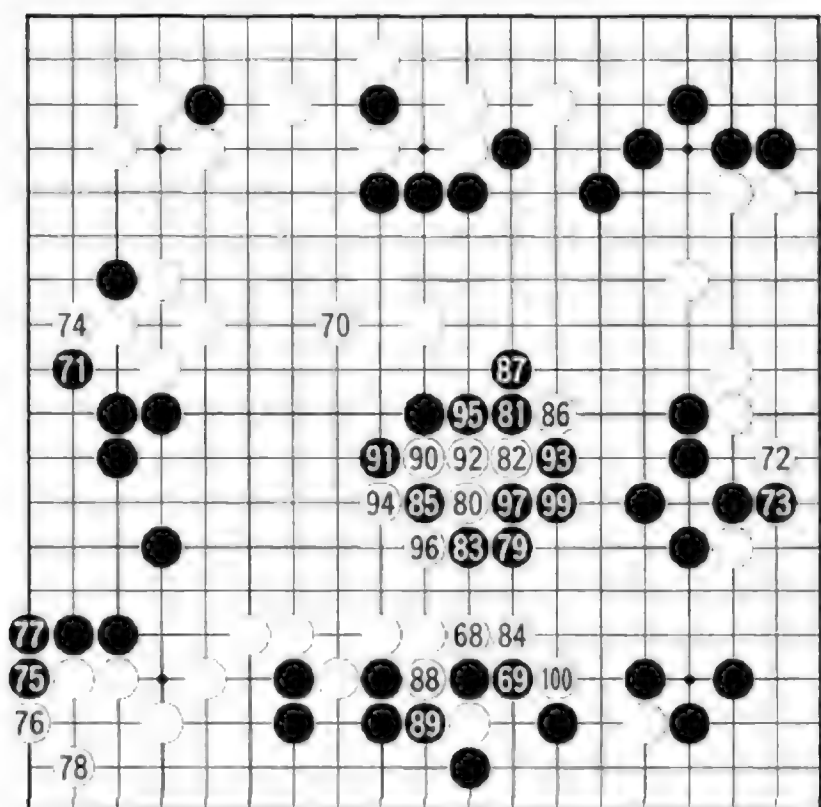


Figure 2 (68 - 100)
98: connects

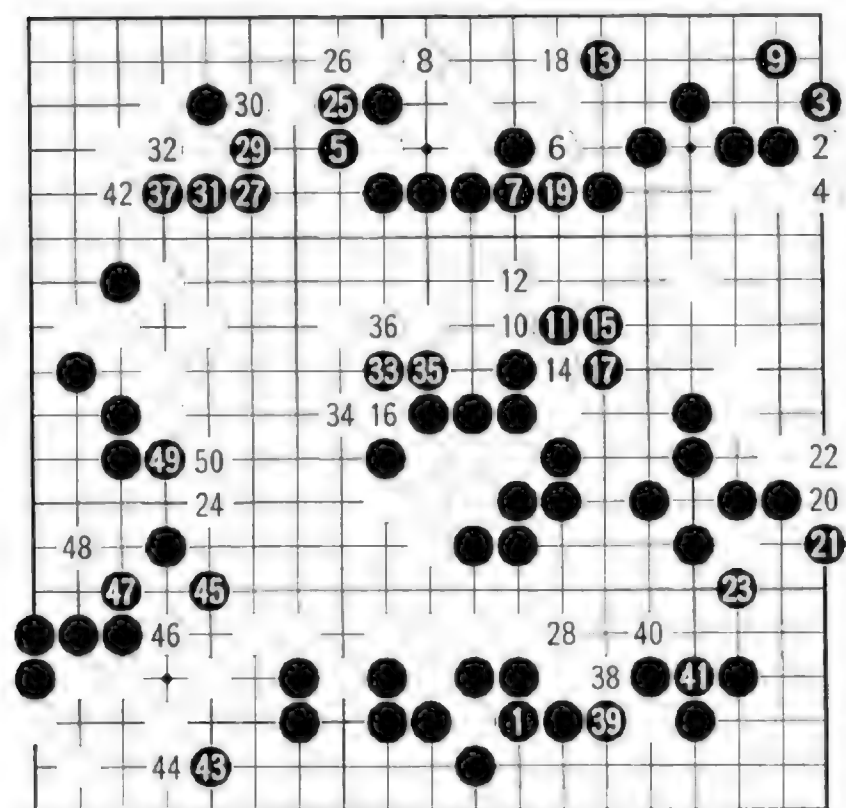


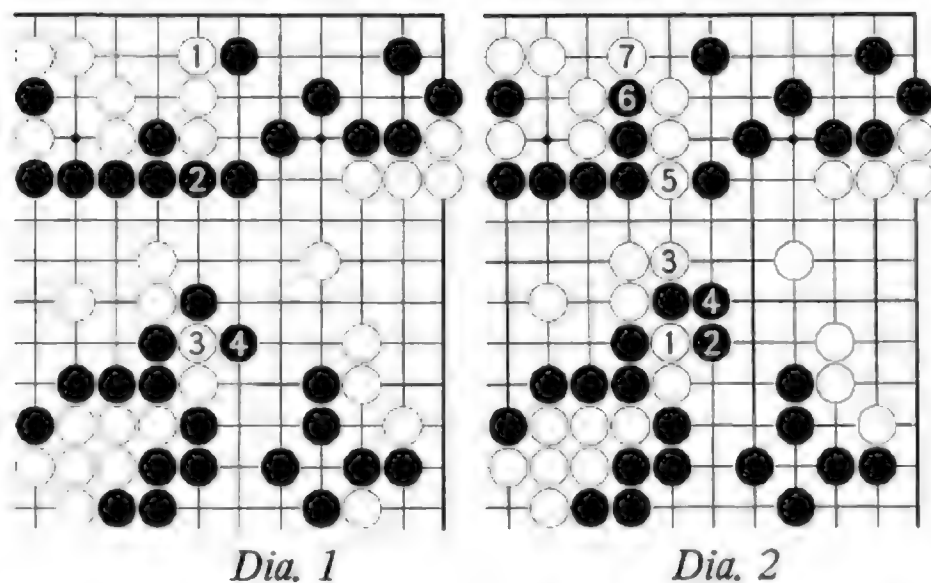
Figure 3 (101 - 150)

Go Seigen: 'Before this game I had asked Hashimoto Utarō if it was alright to play the first move on the centre point and he said that it was. I thought that an aerial fight would start after a few moves, but Kitani did not leave the corners and the sides, so the mimicry continued for longer than I had expected.'

Shusai: 'The exchange of 65 for 66 weakens Black's centre stone. Black should push up at 'a'.'

Figure 3

Go Seigen expected Kitani to answer 13 at 1 in Dia. 1, after which he planned to connect at 2. If then White 3, Black just plays 4. However, when White cuts at 1 in Dia. 2, White can cut with 3 and



Dia. 1

Dia. 2

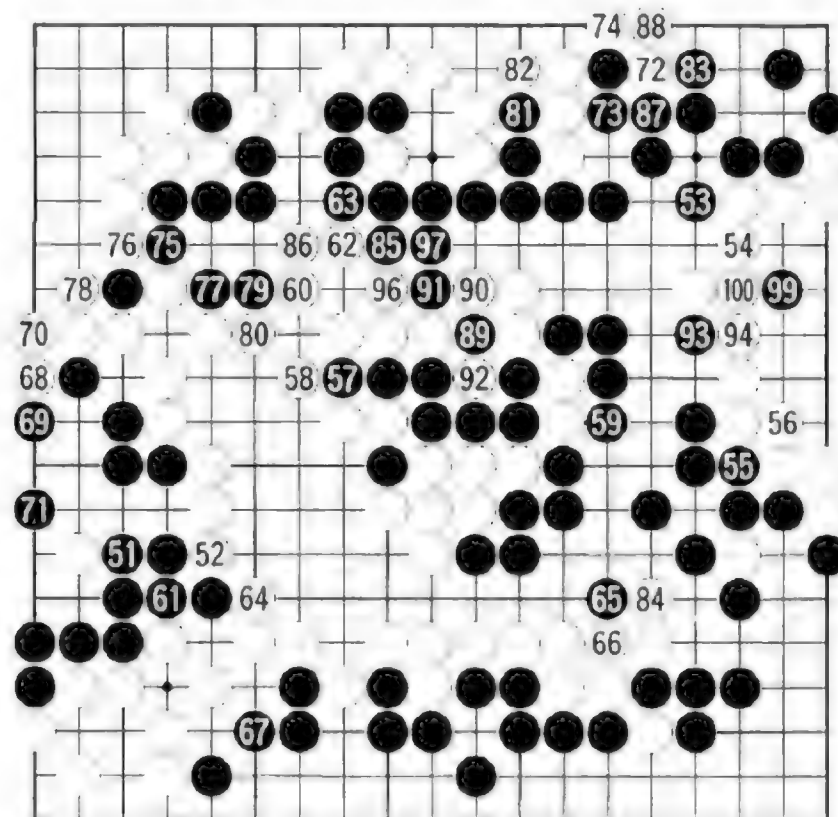


Figure 4 (151 - 200)
95, 98: ko

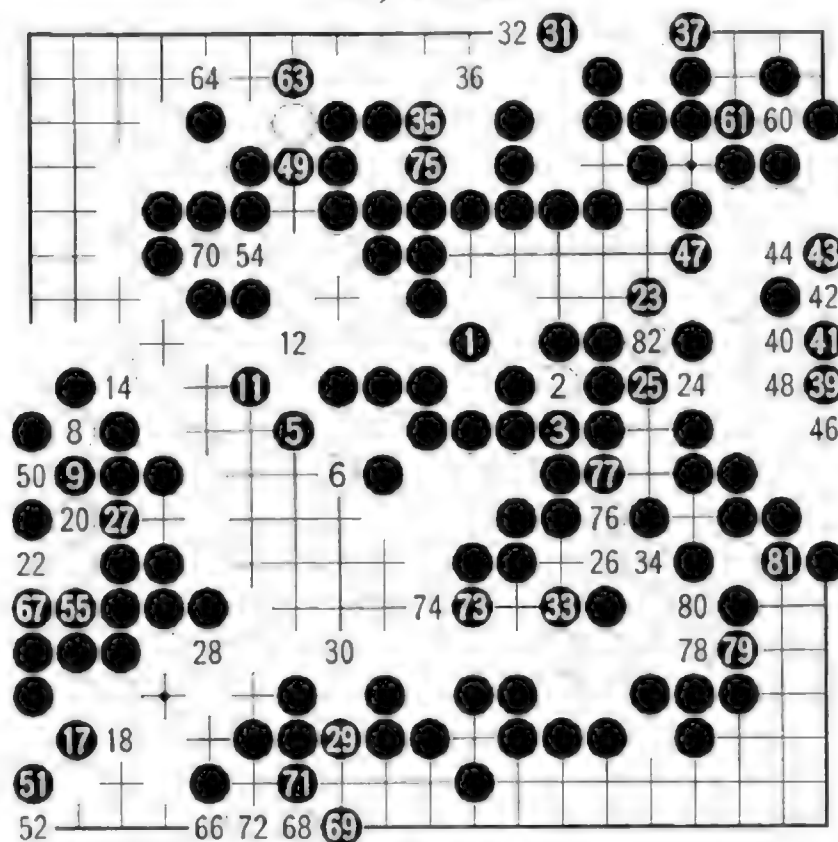


Figure 5 (201 - 282)

Ko: 4, 7, 10, 13; 15: connects (below 1);

Ko: 16, 19; 21: connects (at 8); 38: connects;

45: connects; 53: ko; 56: ko; 57: at 42;

58: at 41; ko: 59, 62, 65. White wins and connects the final ko.

5. That means that Black must play 15 in the figure, so White is able to cut at 16 in sente.

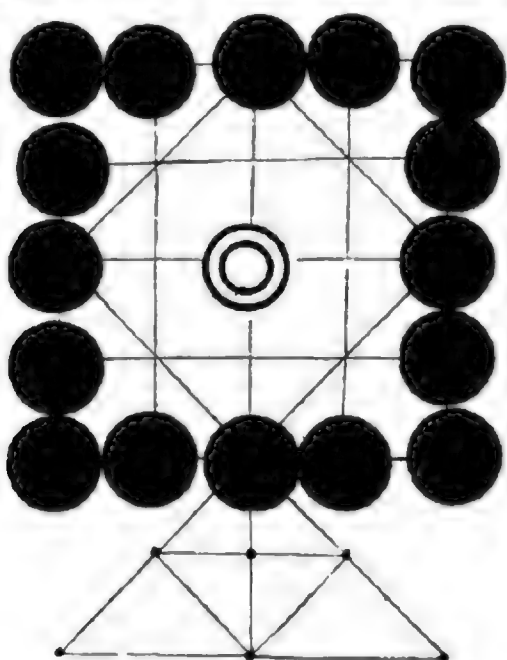
White 24 secures the game by building a large centre territory.

The result of the exchange to 70 in Figure 5 is just about even.

282 moves. White wins by 3 points.

3. The 16 Soldiers

There is a very old Japanese board game in which one side (the fox, to use our terminology) starts with a stone in the centre (see diagram). The 'hounds' have to trap the fox, which can capture hounds by moving in between two of them, so that it cannot move.



The initial layout for 16 Soldiers

This game, between Go 5-dan and Kosugi Cho 4-dan (1898–1976, later known as Chofuku, son-in-law of Inoue Kohei) was called '16 soldiers' because of its fuseki (a 'new' one) and

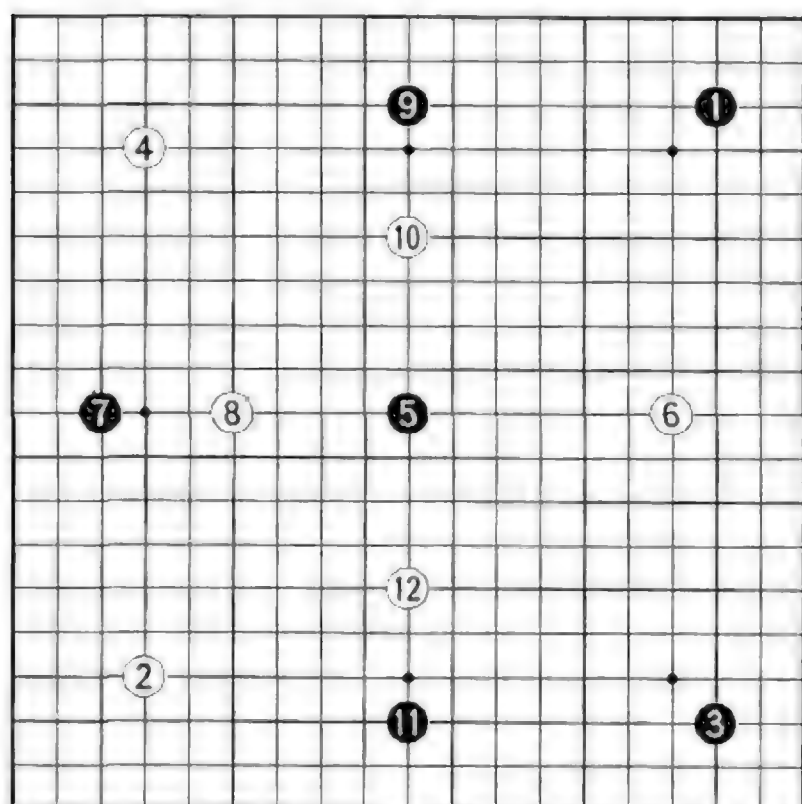


Figure 1: the '16 soldiers' fuseki

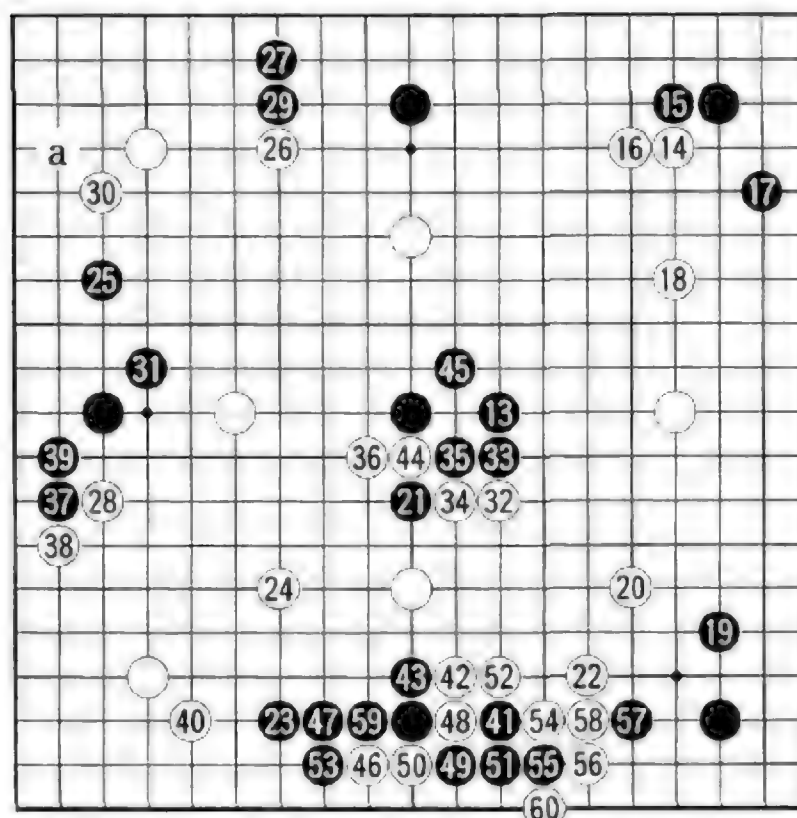


Figure 2 (13 - 60)

particularly because of White's strategy of surrounding the fox, Black 5, with his hounds, 6, 8, 10 and 12.

White: Go Seigen 5-dan

Black: Kosugi Cho 4-dan (on B-B-W handicap)

Played in the autumn oteai (10, 11 October) of 1933.

Figure 2 (13 - 60)

Black 29 is slack: he should slide to 'a'. White 30 forces Black to defend at 31.

Black 37. Simply connecting at 44 is better.

Black 43. The losing move: Black should connect at 48.

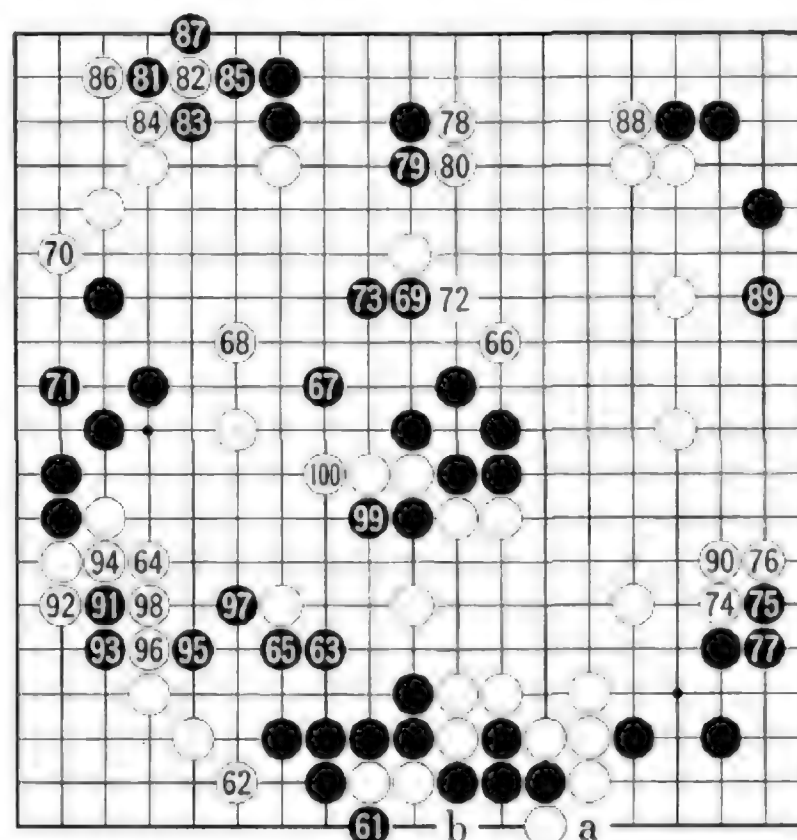


Figure 2 (61 - 100)

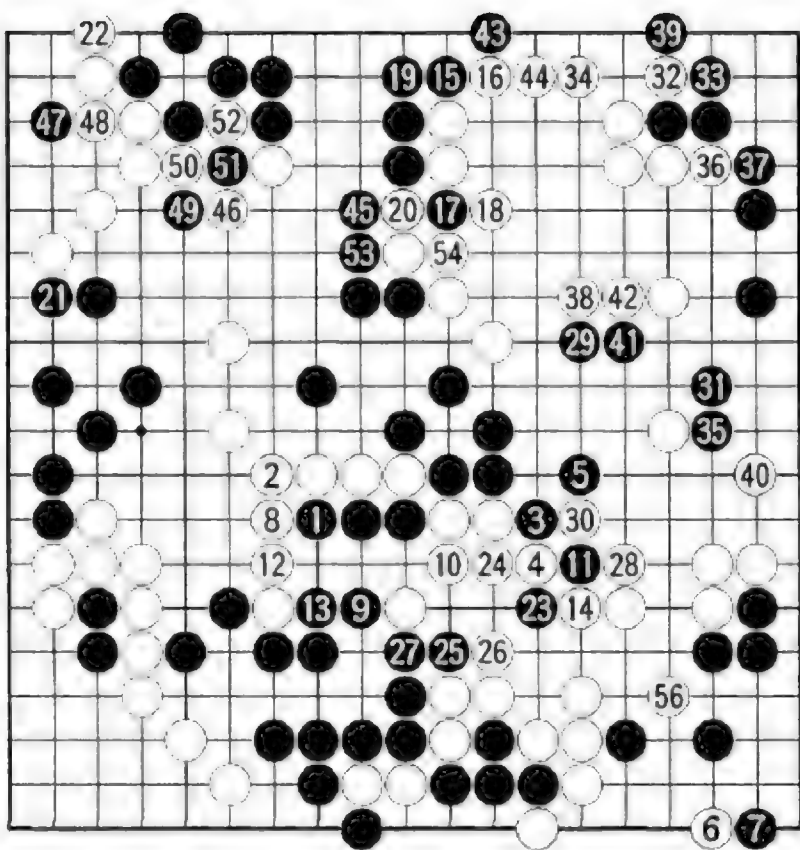


Figure 3 (101 - 156). Black resigns.
55: ko

White 46 is the winning move. If Black 47 at 50, White links up with White 47.

Black 53. If at 56, White pushes up at 59 and cuts off the two black stones on the left.

Figure 2 (61 - 100)

Black 65. Forced, as Black does not yet have definite eye-shape. Note that White 'a' will be sente against Black (the next move is 'b'), so White can aim at attacking Black's corner.

Figure 3 (101 - 156). Black resigns.

4. '3-3, 4-4, 10-10'

In 1933 Go Seigen won the Yomiuri-sponsored All-Japan Tournament, the prize for which was a game with the Meijin, Honinbo Shusai.

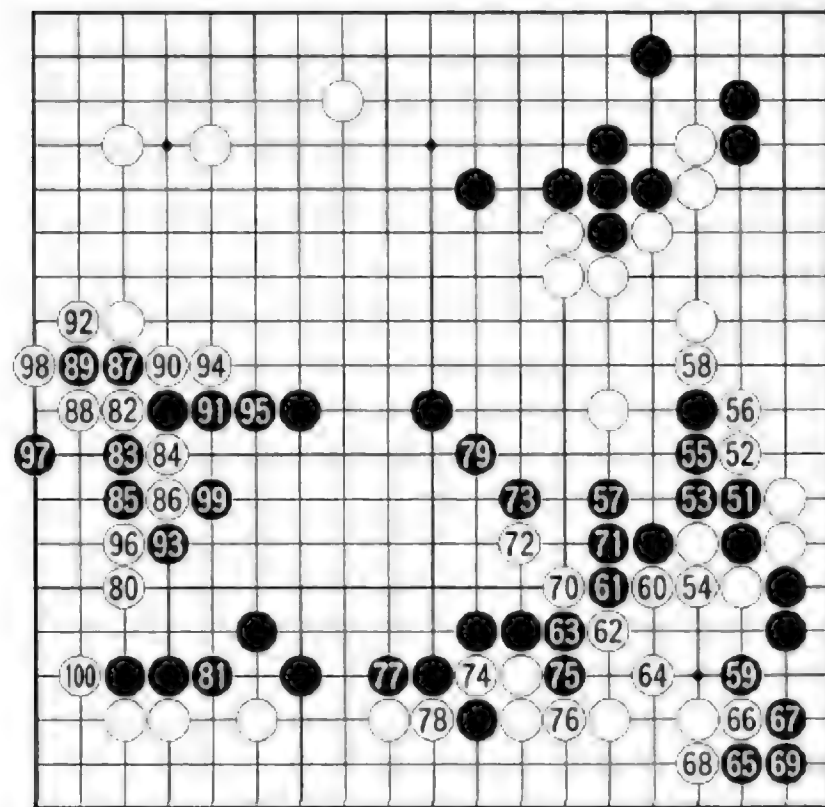


Figure 2 (51 - 100)

The game took place in October, just a couple of months after Go and Kitani, both then 5-dan, had formalized their concept of New Fuseki (not investing many moves in one corner but trying to sow seeds in as many places as possible, or in Go's words, 'trying to get round the board as quickly as possible').

With four grades difference, the handicap was 2-B-2 (two stones, first move, two stones, in a cycle of three games), but as this was a one-off game Go simply took black (no komi). It was expected that Shusai, then 59, would win, which he did by two points, but the opening was said to have unnerved him. And the fact that it was, in a sense, an international match put added pressure

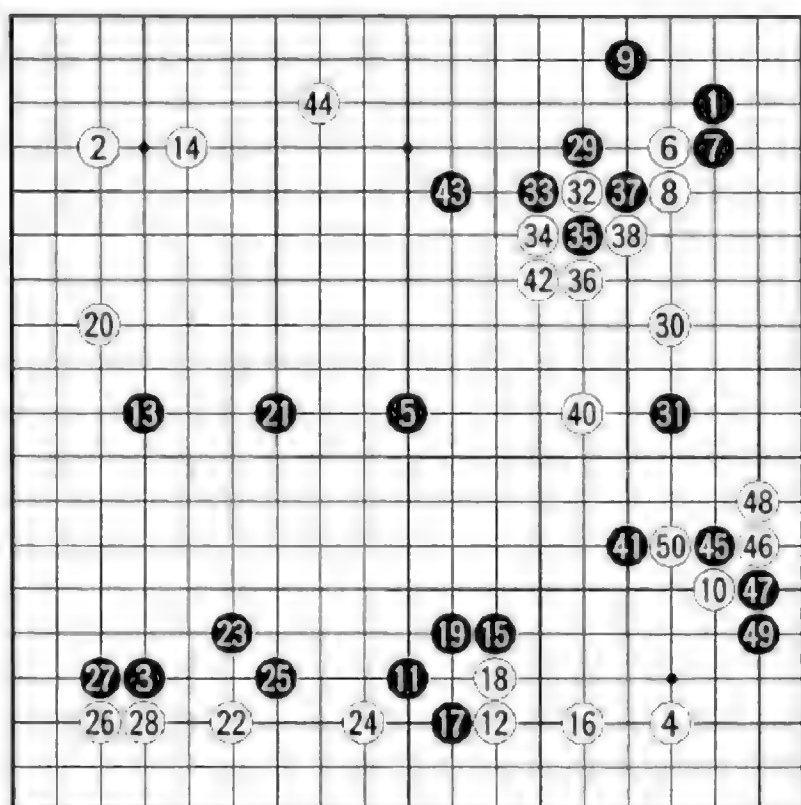


Figure 1 (1 - 50) 39: connects

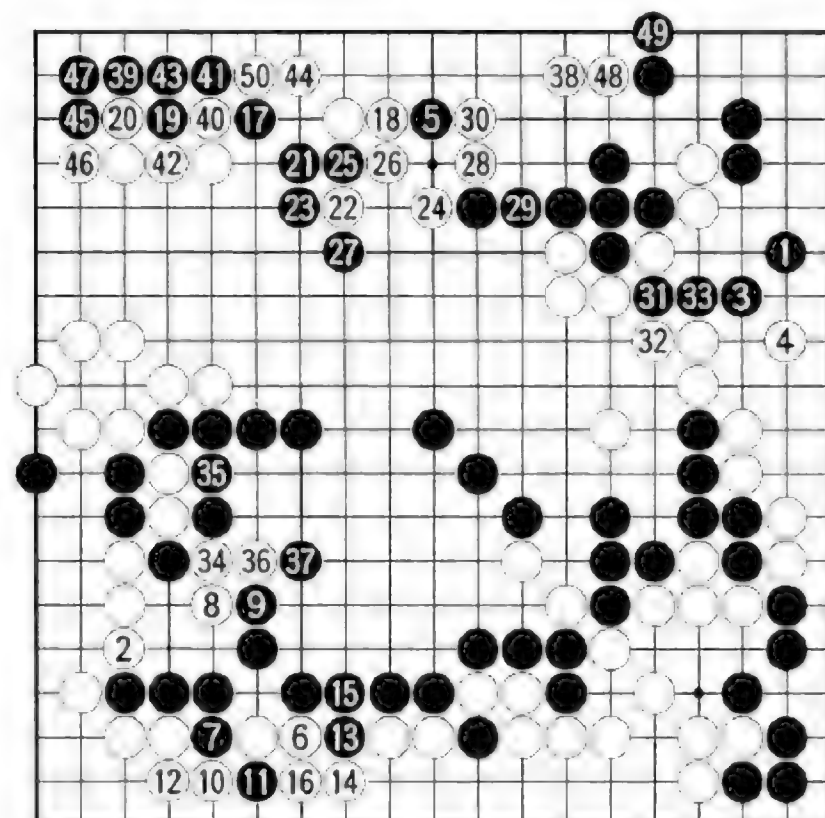


Figure 3 (101 - 150)

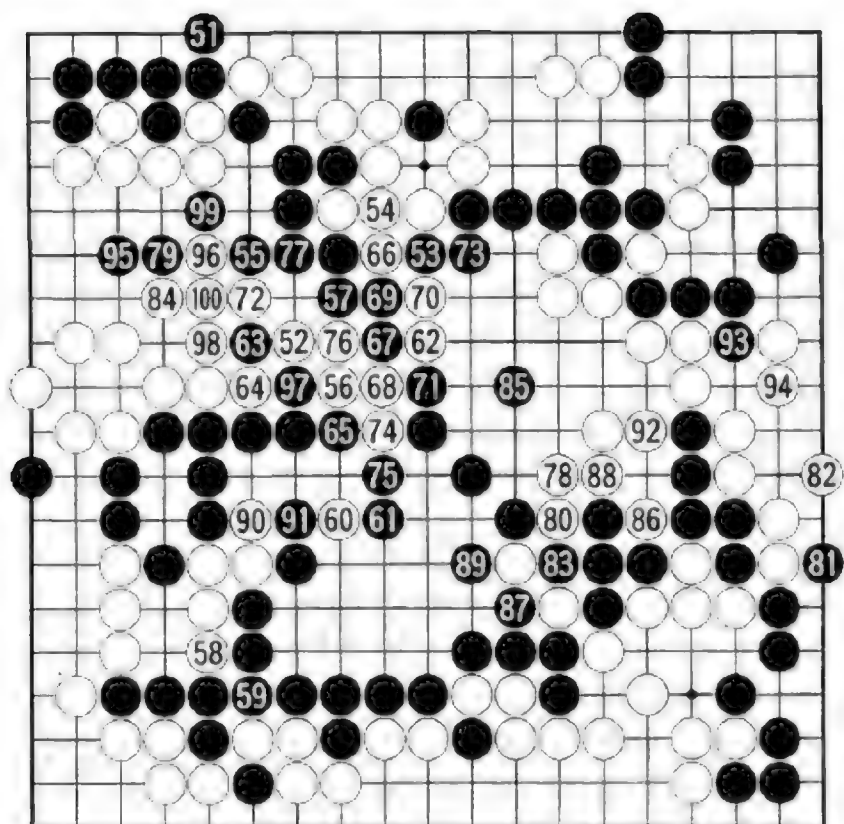


Figure 4 (151 – 200)

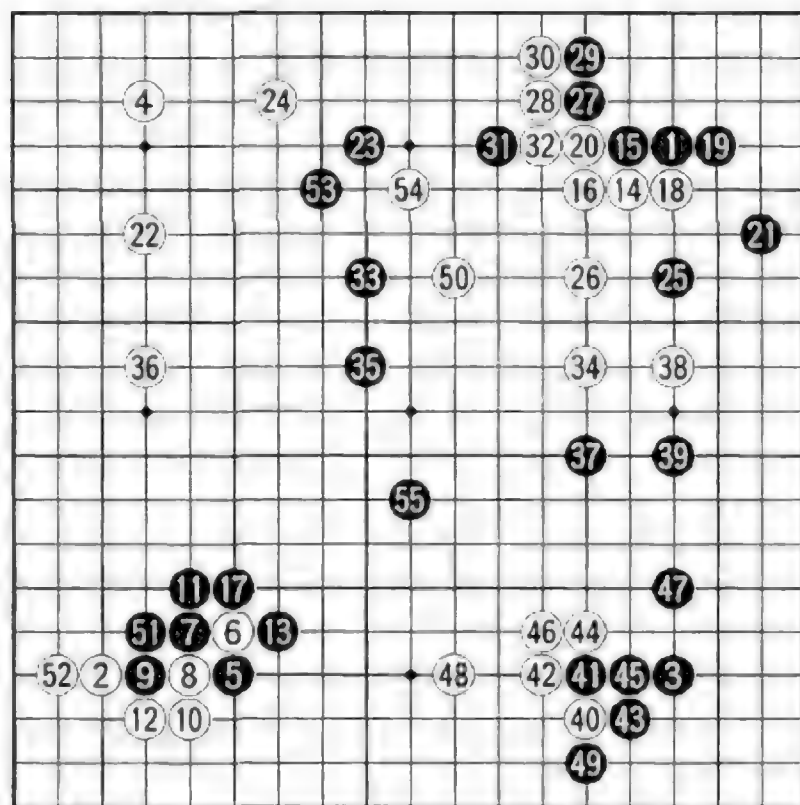


Figure 1 (1 – 55)

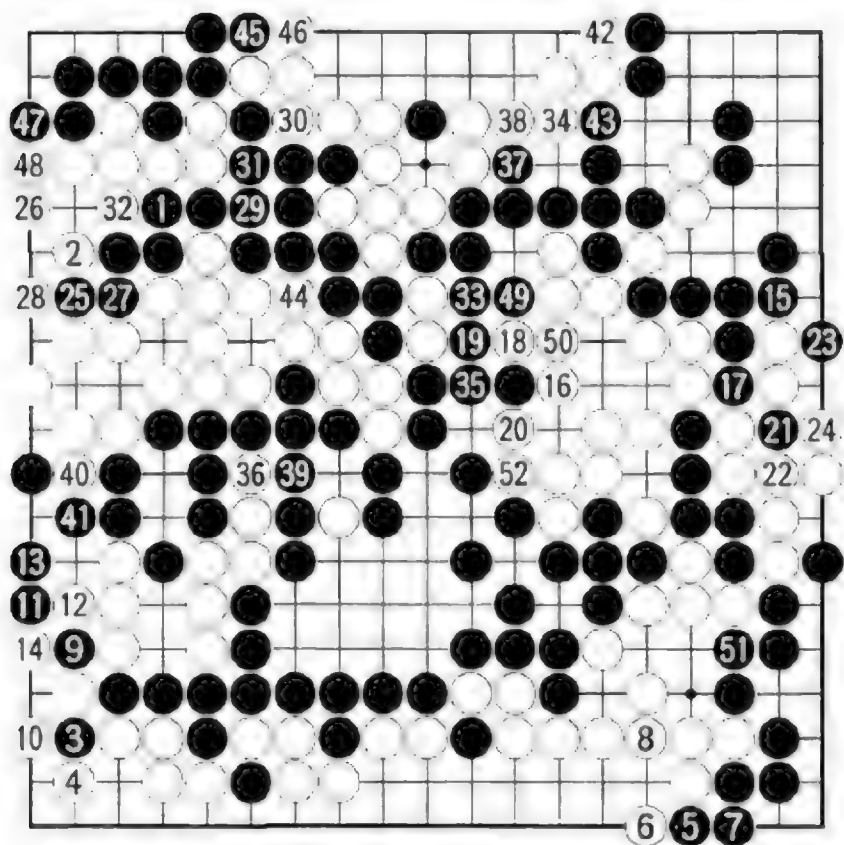


Figure 5 (201 – 252)

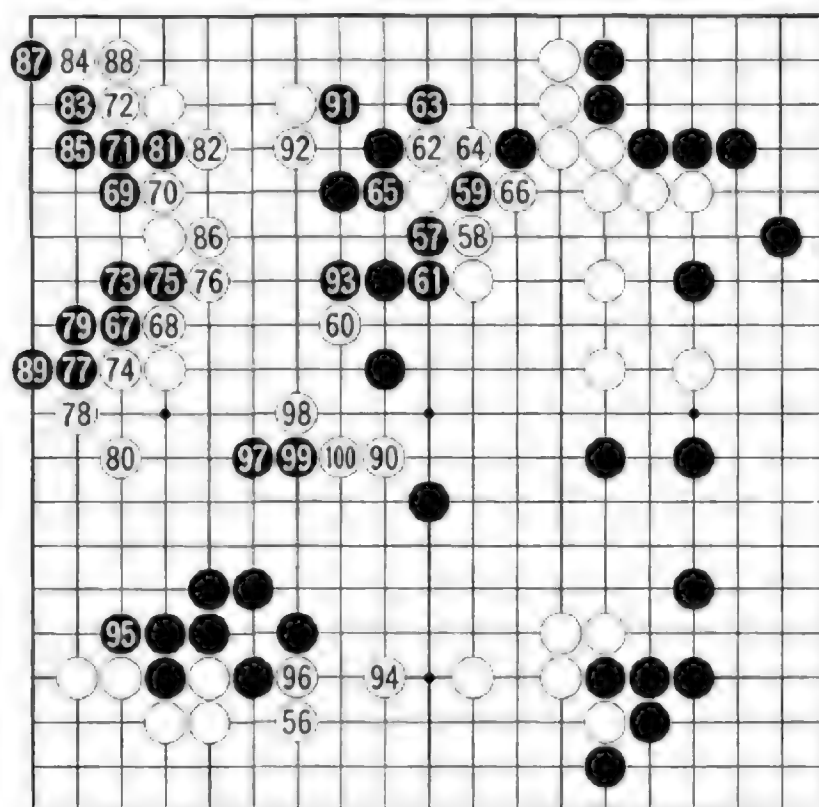


Figure 2 (56 – 100)

on him.

Nevertheless, Go handled the opening poorly and Shusai took the lead. By the middle game Shusai's lead had slipped slightly, but move 160 finally secured victory, although 161 was the best response. This move 160, which wins because it enables White to capture the five stones on the right side, is said to have been discovered for Shusai by his most unfavourite pupil, Maeda Nobuaki, in January 1934 during one of the long intervals between playing sessions (the time limits were actually 24 hours each). But Kitani is said to have helped Go.

252 moves. White wins by 2 points.

(Time taken. White: 22 hours 16 minutes.

Black: 22 hours 6 minutes.)

5. The consultation game

White: Segoe Kensaku 7-dan, Suzuki Tamejiro 7-dan

Black: Go Seigen 6-dan, Kitani Minoru 6-dan
Played in December 1934 and January 1935.

The joint development (though from different directions) of New Fuseki by Go and Kitani aroused great interest in the 1930s. They were first paired against two teams of amateurs for a consultation game in 1933, but that game was not published.

In 1934 Go and Kitani, representing the new guard, were matched against the old guard, represented by Suzuki Tamejiro 7-dan (1883 – 1960)

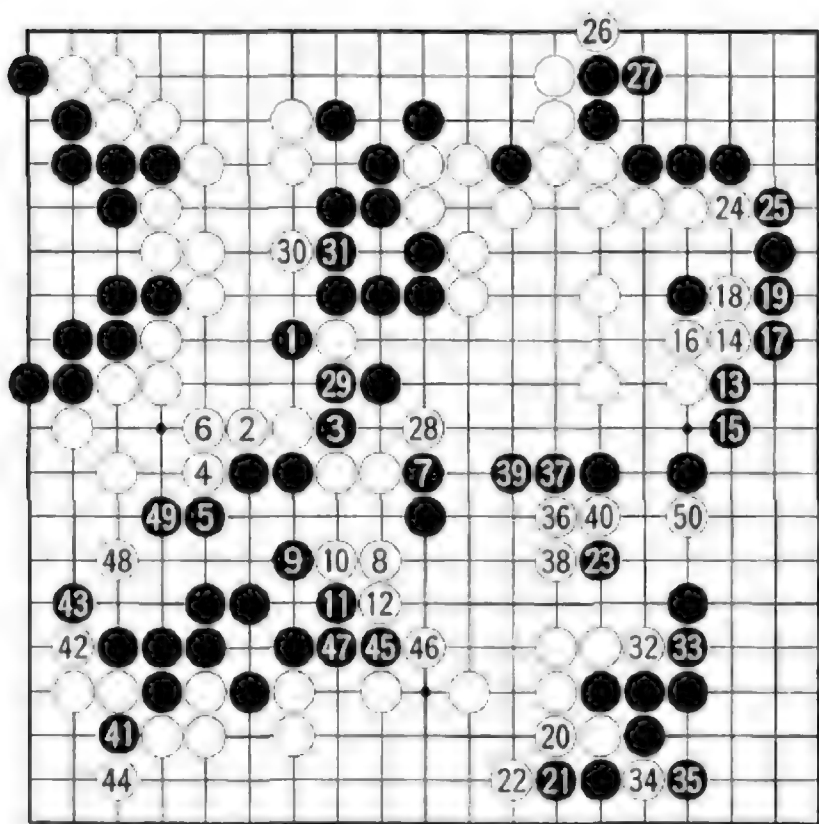


Figure 3 (101 - 150)

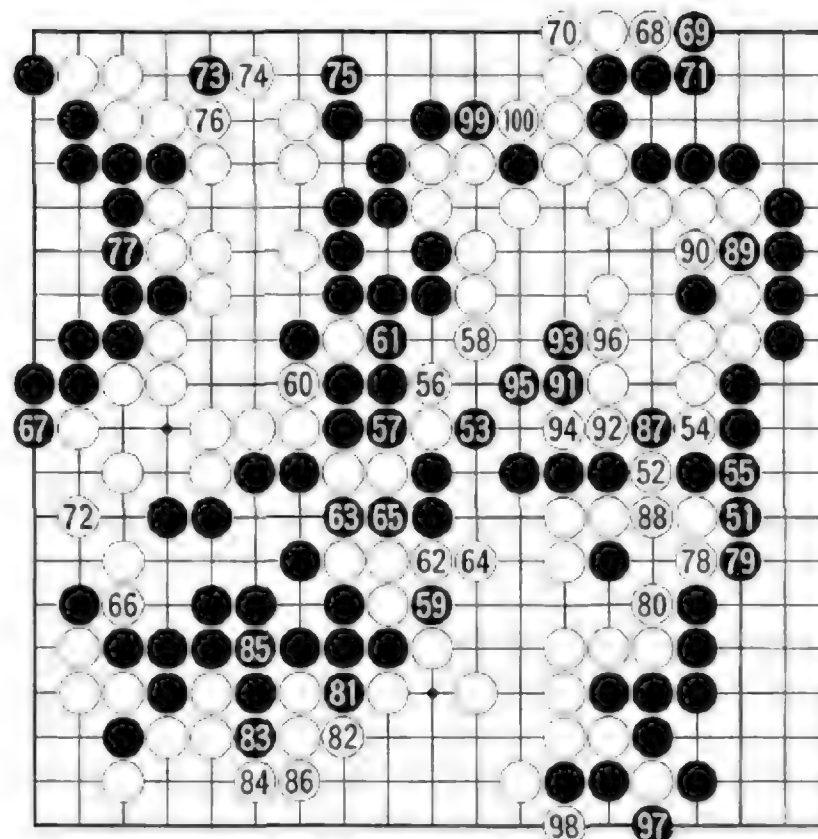
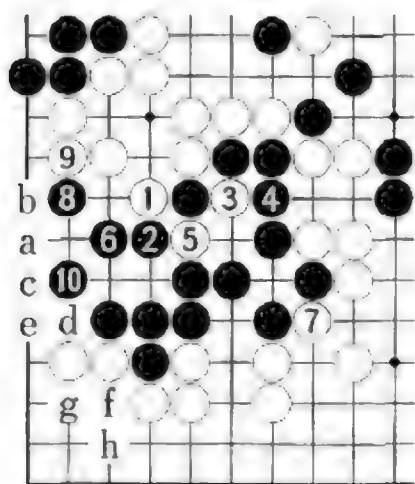


Figure 4 (151 - 200)



Dia. 1

and Segoe Kensaku 7-dan (1889 - 1972), in another consultation game sponsored by the Hochi Shimbun. As mere 6-dans, the youngsters took black (no komi). Both sides were allowed 16 hours.

Go and Kitani were expected to play New Fuseki and their opponents old fuseki. They obliged, but the game favoured the veterans for a long time. However, there were some disagreements in the white camp during the endgame and they allowed victory to slip from their grasp. Go and Kitani won by 1 point.

Black 55, discovered by Kitani, caused White some consternation; Segoe put it on a par with the ear-reddening move of Shusaku. Black 89, due to Go, is another famous move which enabled his side to ignore 12 in Figure 3 and switch to an endgame move on the right side (13), which was just enough to win.

With White 14 in Figure 3 -

Dia. 1. If White attacks Black's eye-shape with 1 to 7, Black saves his group with 8 and 10. If

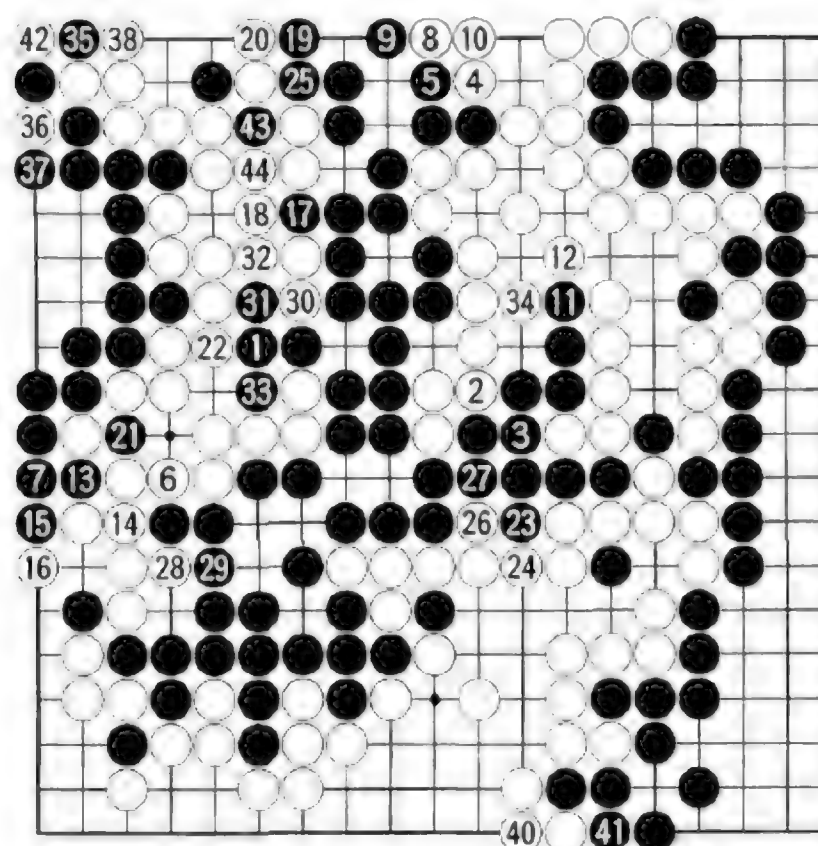


Figure 5 (201 - 245)

39: connects at 36; 45: ko. Black wins and connects the ko. Black wins by 1 point.

next White 'a', Black counters with 'b', White 'c', Black 'd', White 'e', Black 'f', White 'g', Black 'h', capturing three stones.

White would have won if he had forestalled Black 13 in Figure 3 by playing 10 on the right side.

To be continued in GW36

8th Meijin Title

Game 4

White: Otake Hideo, Gosei

Black: Cho Chikun, Meijin

Komi: 5½; time: 9 hours each.

Played on 12, 13 October 1984 at the Shinshoji temple, Mt. Narita, Chiba prefecture.

Commentary by Kudo Norio 9-dan.

This was the key game of last year's Meijin title match. If Otake had won it, the score would have become 2-all and his chances of winning would have looked reasonable. As it happened, he lost in the worst way possible and his challenge never recovered steam. Kudo Norio explains just how Otake threw the game away.

The game was played at the Shinshoji temple, which was built last year to commemorate the 1150th anniversary of the entering into Nirvana (that is, the death) of the Buddhist saint Kobo Daishi (known during his lifetime as Kukai), who was the founder of the Japanese Buddhist sect of Shingon. The day before the game, a special ceremony, consisting of burning cedar sticks on an altar, was held to pray for the prosperity of go.

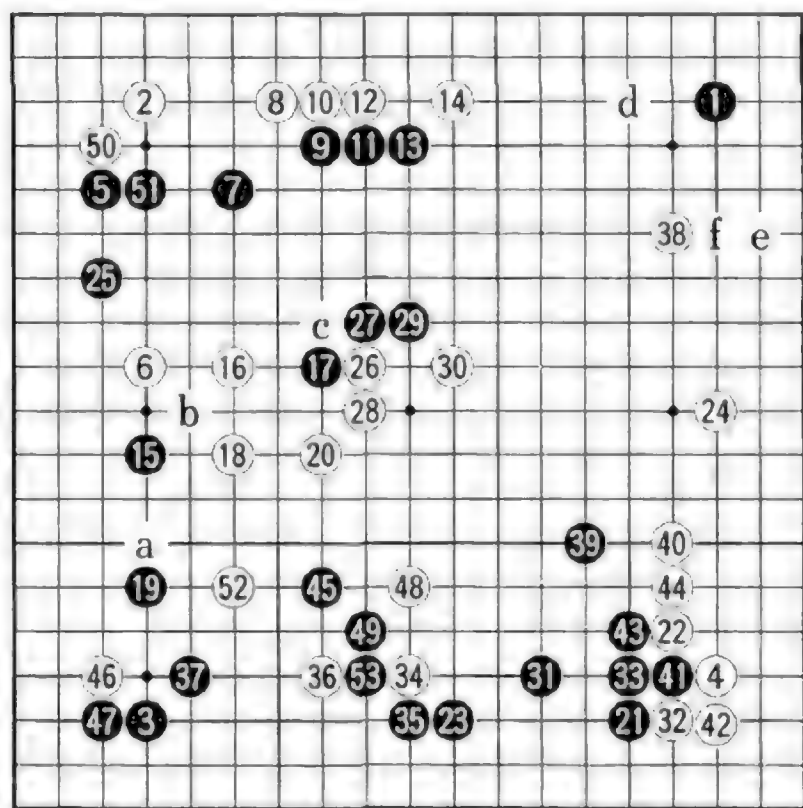
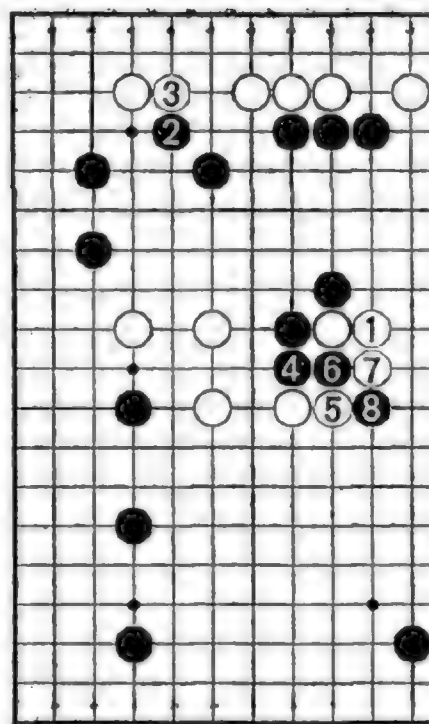


Figure 1 (1 - 53)

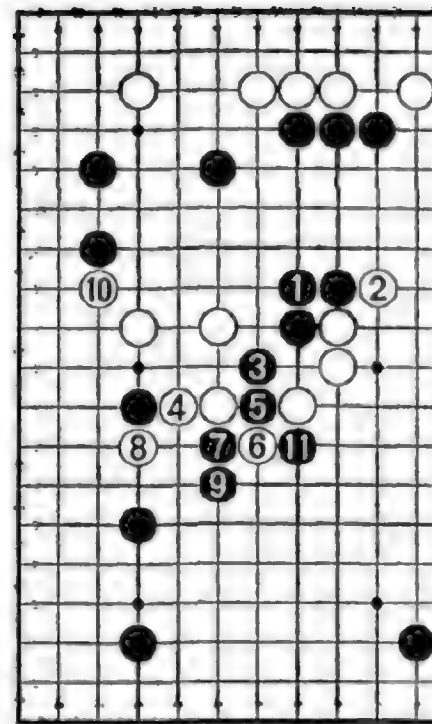
Figure 1 (1 - 53). A peaceful start

Black 19 looks efficient but is thin. Black should play the usual move at 'a'. With 19, Black 'b' is not a threat, so White can move out comfortably with 20.

White 28. Otake originally planned to extend



Dia. 1



Dia. 2

at 1 in Dia. 1, but because Cho thought long and carefully about 27 he changed his mind. If 1 in Dia. 1, an unpredictable fight would follow after 2 to 8.

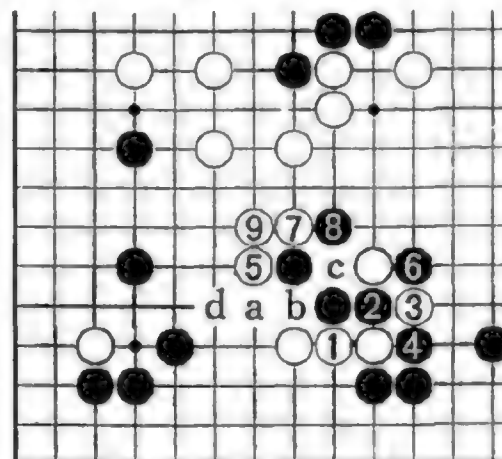
Black 29. Cho also thought long on this move. If Black 1 in Dia. 2, White hanes at 2; if Black 3 etc., another difficult, confused fight follows. Cho opted for peace with 29, though White can aim at cutting at 'c'.

White 38. A difficult point: Black is able to tenuki, as 'd' and 'e' are miai. White could have considered playing 'f' instead of 38 (Black would answer at 'd').

Black 39. The sealed move. Again Cho chose the peaceful move: he could also have invaded at 40. However, Black 37, 39 and 45 seem to be part of a unified strategy. (Time taken on the first day was 2 hours 4 minutes by Otake and 4 hours 50 minutes by Cho.)

White 46. The most disagreeable timing for Black, who has a hard time deciding how to answer (Cho took 50 minutes).

White 52, blithely discarding 36, shows an im-



Dia. 3

pressive grasp of the overall picture. Usually one would try to rescue 36 as in Dia. 3 (previous page). If Black 'a' after 9, White thrusts through with 'b', Black 'c', White 'd'. However, White's aim is to take sente at the bottom so that he can switch to the cut at 54 in Figure 2.

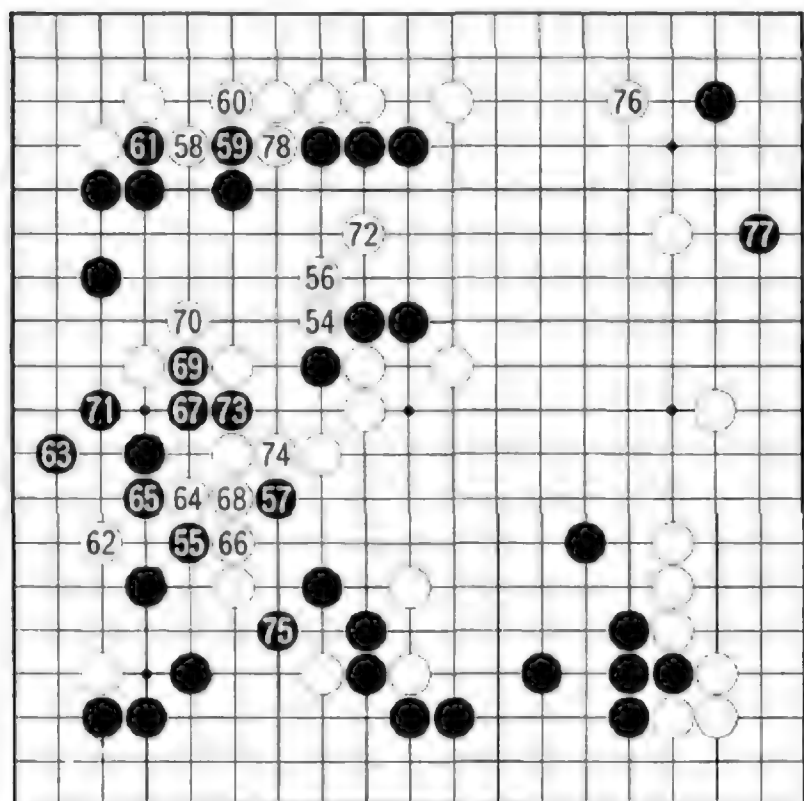


Figure 2 (54 - 78)

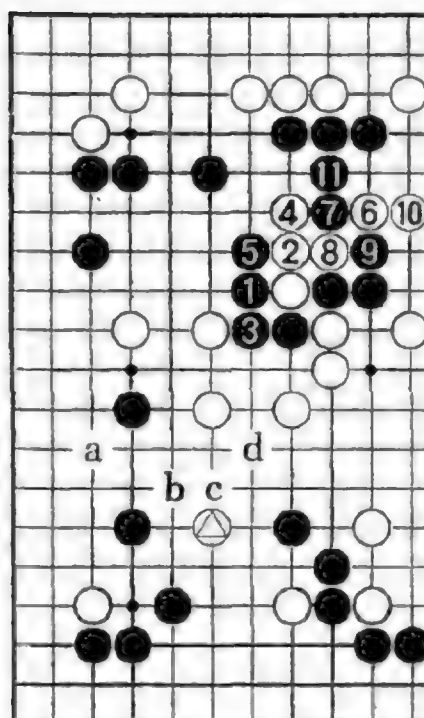
Figure 2 (54 - 78). Otake takes the lead.

Black 55. If Black plays 1 in Dia. 4 immediately, White sacrifices four stones, then squeezes. Next, he invades at 'a' and is satisfied. Note the effectiveness of the marked white stone. For that reason, Black would like to exchange 'b' for White 'c' before White invades; that would strengthen the side and give him 'd' to aim at.

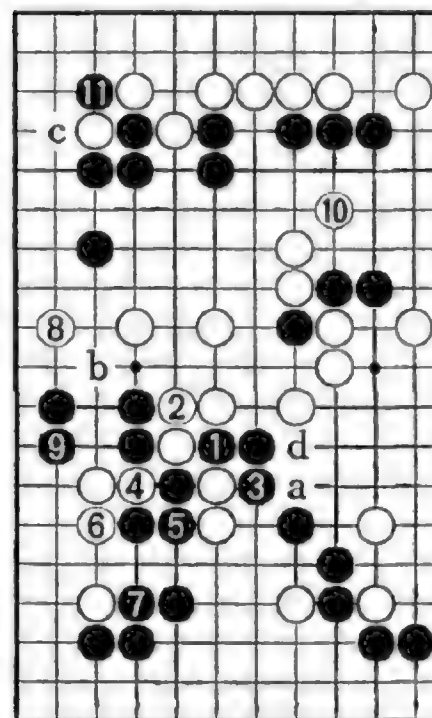
That is why Black ignores White 54 and why in turn White ignores Black 55. Fighting spirit makes the exchange to 57 inevitable.

White 58. The natural follow-up to 56 is 72, which Black would answer at 78. However, if White then played 58, the addition of a stone at 78 would enable Black to answer 58 at 61.

White 62. A perilous invasion. White comes out of the subsequent fighting in the lead, but that is because Black makes some dubious moves. First, for Black 67, it is hard to see what is wrong with cutting at 1 in Dia. 5. Black has to play 3 to defend against White 'a', but even if White cuts at 4 Black wins the semeai after 9. If White 8 at 9, Black links up to the top with 'b'; if White 10 at 'c', Black plays 10 and his group is in no danger of being captured. Black could even try playing 3 at 5 - if then White 3, Black plays 'd'. The conclusion is



Dia. 4



Dia. 5

that Black 1 seems possible.

White 68 becomes sente, as eventually Black is forced to answer at 75. Even though Black has turned all the left side into territory, swallowing up White 62 in the process, he has not gained anything. White's gains from playing 72 and 76 make the result favourable for him, and when he follows up with 78 he has a won game.

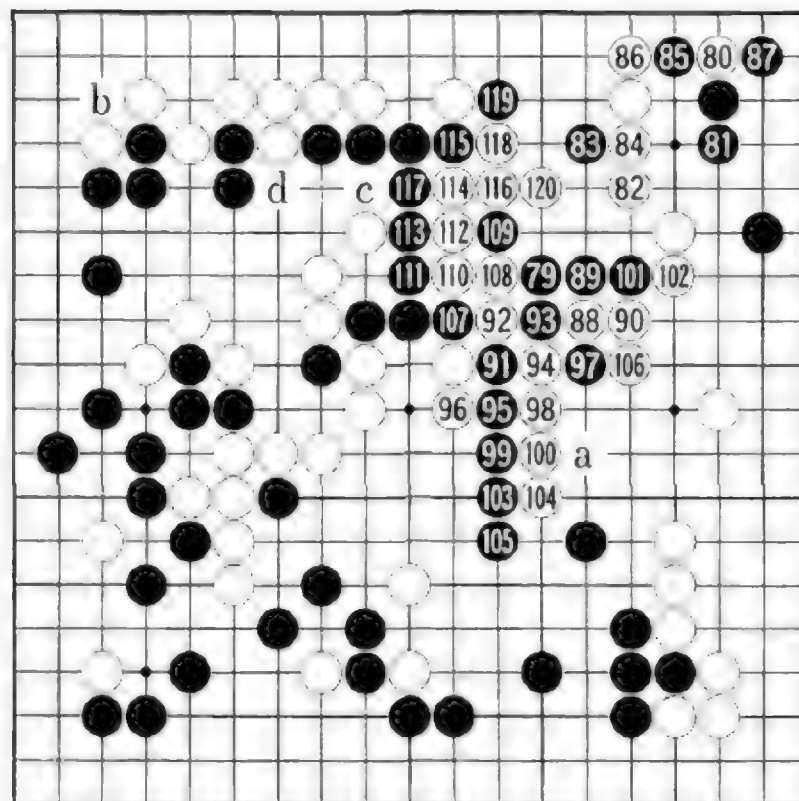
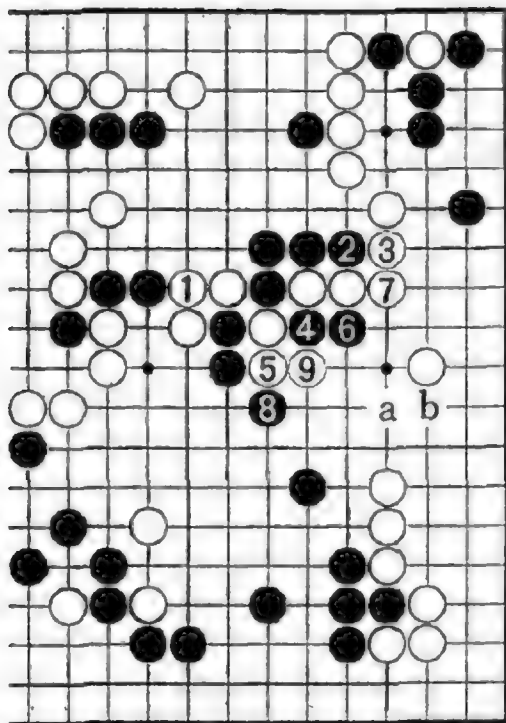


Figure 3 (79 - 120)

Figure 3 (79 - 120). Otake misses his first chance.

Black 79. Cho plunges right in - the game is lost anyway if he holds back.

Black 89 and 91 are like the writhing of a mortally wounded animal. If White were to follow Dia. 6 with 96, the game would be over. Even if Black counters with 2 to 8, he cannot get a ladder after 9, so all his scattered stones at the top are lost. If



Dia. 6

Black played 4 at 'a', White would defend at 5; Black 'b' next would seem to be unreasonable.

With 97 etc. Black struggles desperately to find a weakness in the attacking forces. For White 106, 108 would make better aji above, but then Black would attach at 'a' and squeeze, reducing the value of White's capture. If Black then switched to 'b', the game would become too close for White to be confident.

Once White had played 96, the continuation to 106 was inevitable. It seems possible that Otake had made some kind of oversight concerning the fighting after Black 107. Black 115 and 117 are a well-timed combination. If White plays 116 at 117, Black 'c' is sente, enabling Black to save these stones with 'd'.

White 118. If omitted, Black captures White with the oi-otoshi sequence beginning with 120 (thanks to his peep at 83).

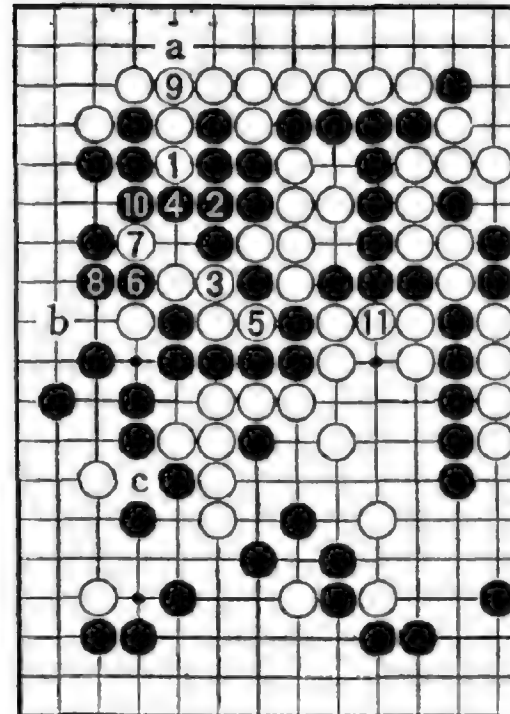
Letting slip the sequence in Dia. 6 has created a lot of unnecessary bother for White, but even now he is not in any real trouble, provided only that his subsequent play is accurate.

Figure 4 (121 – 139). Otake's abysmal oversight

Cho does not give up: he forces with 21 and 23, then pushes through at 25, rescuing a stone. At least in theory, he has turned the fight into a capturing race (semeai).

Black 29 and 31 offer the strongest resistance. Then comes an incredible blunder from Otake: the simple cut at 32.

Why didn't Otake give atari at 1 in Dia. 7? This is the kind of atari that the weakest player would make automatically. Perhaps Otake was still



Dia. 7

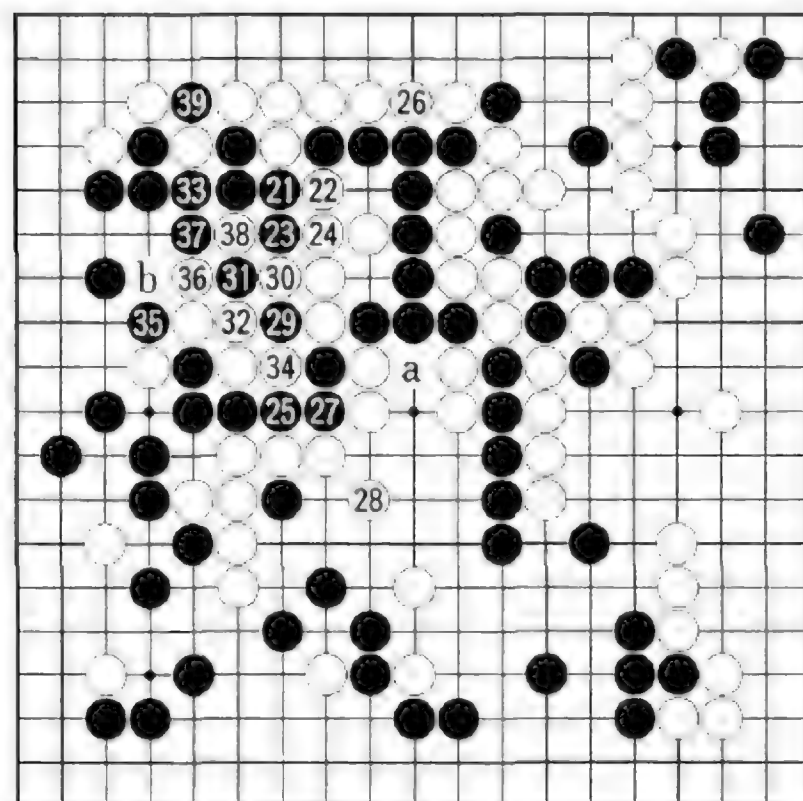


Figure 4 (121 – 139)

upset by his blunder in the previous figure, but even so this slip was much too elementary.

Dia. 7. The value of the atari at 1 becomes apparent after 3 and 5. When Black cuts at 6, White just gives atari at 7, then has time to connect at 9. If Black 10, White plays 11, sacrificing his tail but winning the large semeai. If Black plays 6 at 9, White connects at 6, again winning the semeai. If then Black 'a', White plays 'b', threatening White 'c' next.

Black 33 suddenly makes the game very difficult, since Black can now fight a ko with 35 and 37. If White played 36 or 38 at 'a', he would win the semeai, but he would fall behind when Black captured five stones in sente with 'b', then switched to 39.

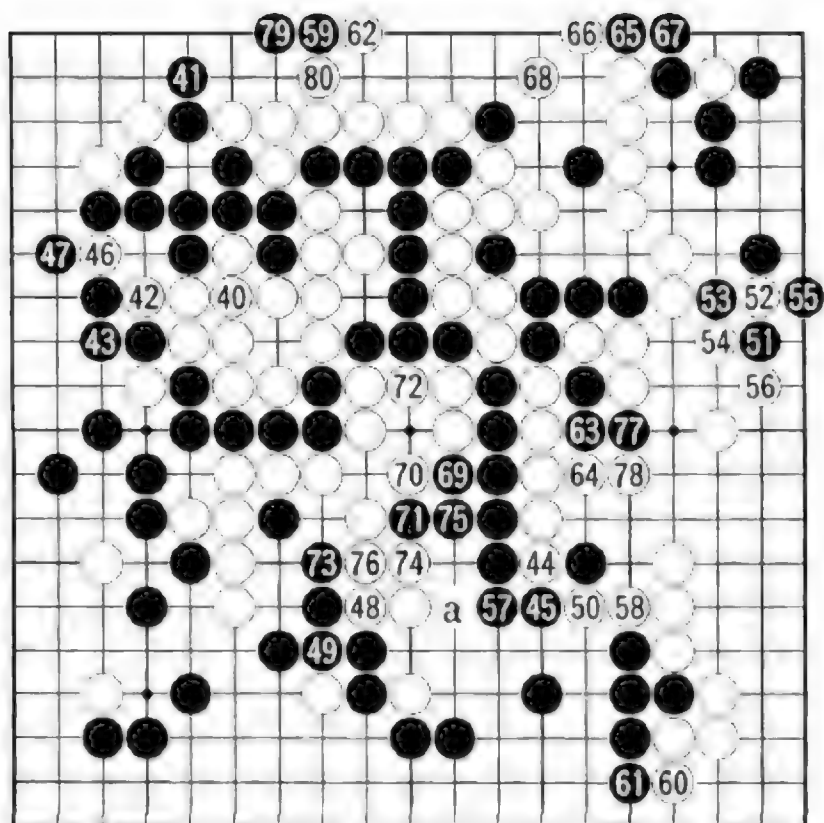
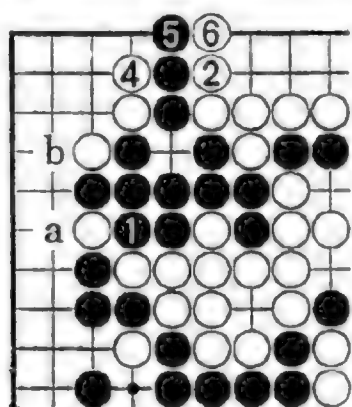


Figure 5 (140 - 180)



Dia. 8 3: tenuki

Figure 5 (140 - 180). *Cho takes the lead.*

Black 41 decides the game.

Black 47. If at 1 in Dia. 8, White 2 becomes sente. If Black ignores it, White lives in the corner with 2 to 6. If Black 1 is at 'a', Black can answer White 6 at 'b'.

White 50. Attaching at 52 may look bigger,

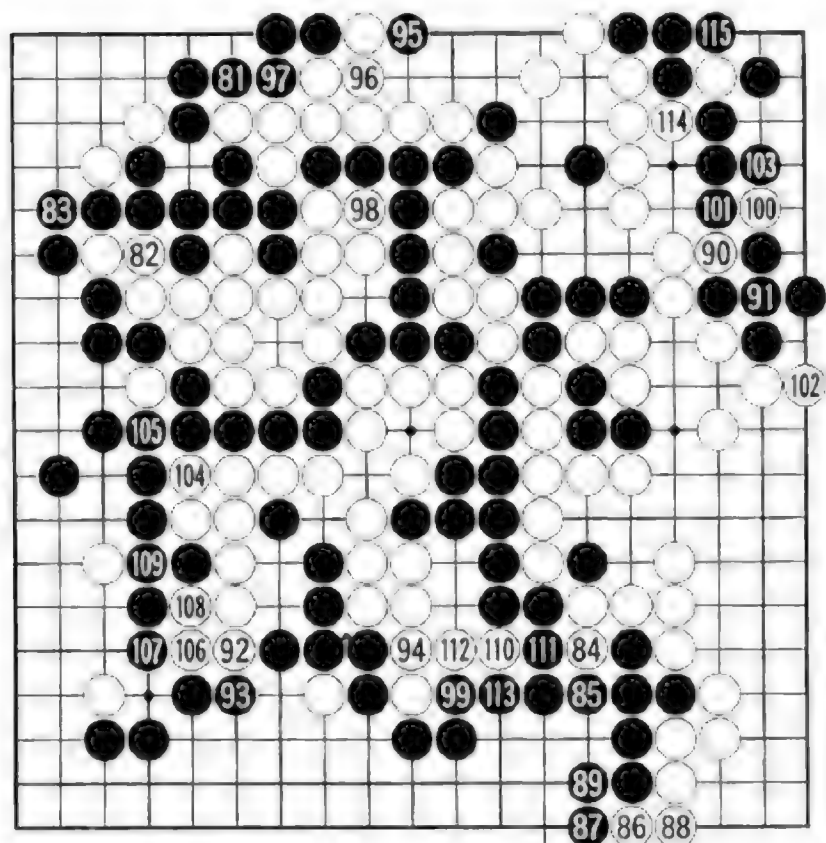


Figure 6 (181 - 215)

but Black would connect with 'a' and still win. Figure 6 (181 - 215). *Otake faces a kadoban.*

Otake lost this game in the worst way possible. It is better to be crushed than to lose a 'won' game. When you've been completely outplayed, you can accept it and recover more quickly.

Already Otake was faced with a kadoban (a game that could lose a series). Judging by his past record against Cho, it seemed to be too much to expect him to recover from this setback. After the series was over, he said: 'The fourth game was everything.'

Black wins by 1½ points.

Time taken. White: 6 hours 13 minutes

Black: 8 hours 59 minutes

(Translated from 'Igo Club', December 1983, by John Power.)

Game Five

White: Cho Chikun

Black: Otake Hideo

Played on 19, 20 October 1983 in Kyoto.

Commentary by Cho Chikun.

With this win I secured my fourth Meijin title in a row but I must say I was lucky. Although some considered my victory an easy one, that was hardly the case. Looking just at the score you might think so but one false step and who knows what would have happened? Go is a game of many factors: ability, stamina, luck and so forth; if something had gone slightly off kilter I myself have no idea how it would have turned out. Especially considering the ups and downs I experienced in 1983.

1982 was a great year for me. I poured myself into the game and went after everything I could. Somehow in 1983 I couldn't get that will to win on track. From the beginning of the year, things went sour. I missed moves and the whole board, the game itself went out of focus. How can I explain it?

One way or another I won the Kisei title, but then I loosened up too much. All the time I was telling myself to bear down only to see the reverse happen. I was so tense mentally that I let things slip. That happened in the Judan title and the Honinbo title as well. The funny thing was, I didn't feel very upset at losing either of those titles.

And then, after I lost the Honinbo title, my mind was filled with strange ideas. I started feeling

superstitious and looking for omens. I am not that kind of person at all. That is the first time in my life that I have set any store in superstitions.

But that is all changed now. I promise you I will not let another chance get away from me. I came to that decision before the Meijin title started. It is obvious really, but I am a go player, I have no choice but to devote myself to the game. Without that there is nothing.

Then again, who knows what 1984 will bring? Maybe things will get worse and worse. I kept losing in 1983 and each time I told myself that I had to study harder. People think I am strong but they do not know the truth. The fact is I am weak; I need improvement on all fronts. But I will keep plugging away. For a player like myself that is all there is, that and study.

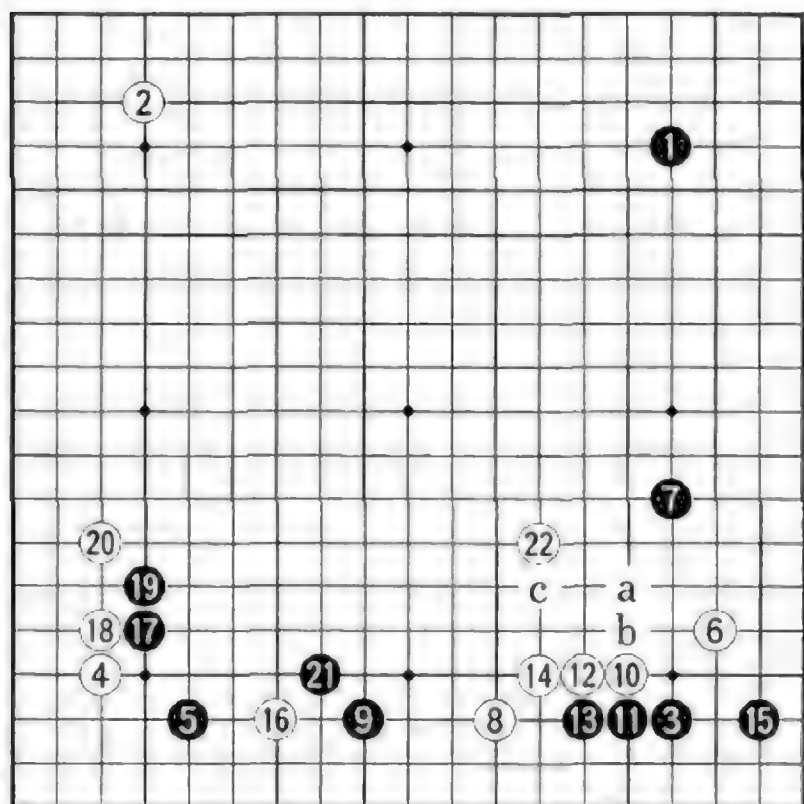


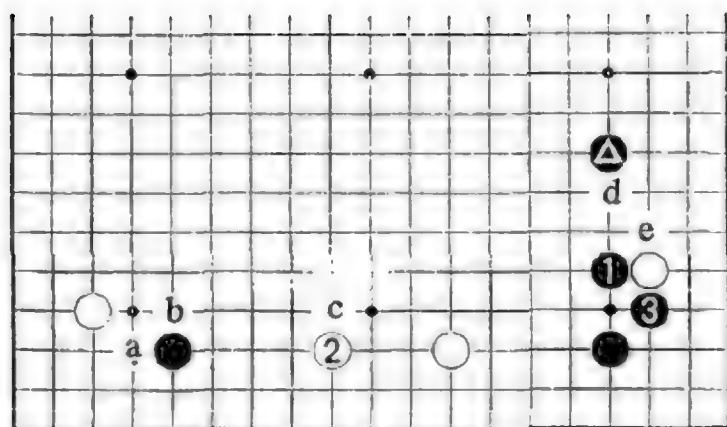
Figure 1 (1 - 22)

Figure 1 (1 - 22). Contemporary innovation

My experience in the Honinbo title taught me that even though I was one away from victory, it would not do to relax. On the other hand, Otake Sensei must have been feeling the pressure just as severely. Fortunately, he made a mistake in this game which gave me an easy win, but that is speaking from hindsight. This game, like all the others in the series, was a struggle for me.

I am playing white. The opening is one often seen these days.

White 8 aims at a kind of trade-off in the opening. Now and then you see it in professional games. In fact, the sequence in Dia. 1 has appear-



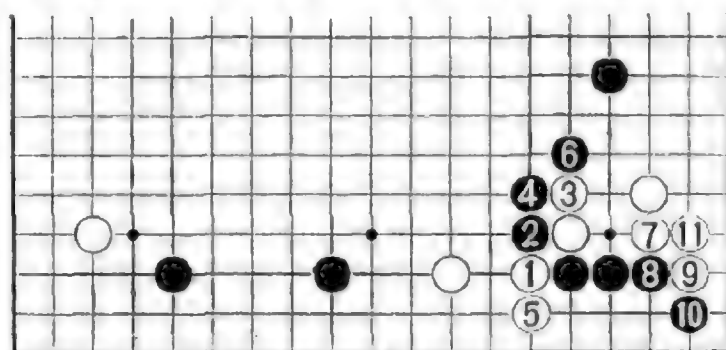
Dia. 1

ed in top-level play. White seeks to recover his loss after 3 with the kosumi-attachment of 'a', but Black might just feel distaste at moving out heavily with 'b'. It is such a feeling that gave birth to Black's idea of attaching at 'c'. Apparently Takemiya came up with this, an innovation quite in line with the contemporary search for sharp and efficient maneuvering. I myself have played this (see GW31, page 43) against Fujisawa Shuko, but the marked stone was a one-space high pincer at 'd' and after Black 1, White 2, Black 'e', White 'a', he let loose with the attachment of Black 'c'.

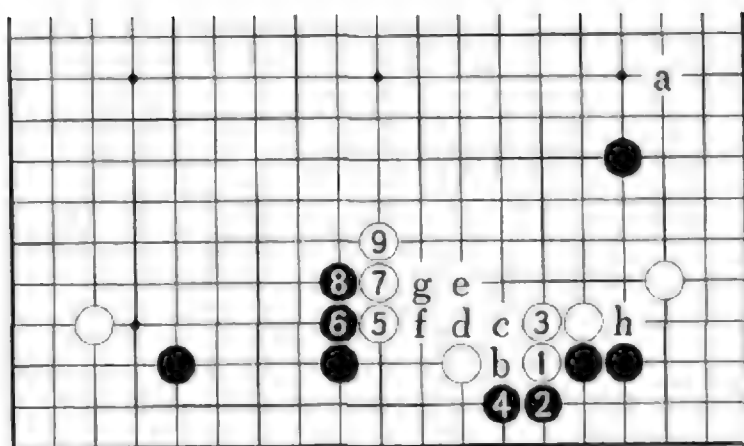
With 9, Black avoids the variation in Dia. 1 outright and this again is one of the hallmarks of contemporary opening play. By doing so he lets himself in for White's fencing-in operation following 10, but after Black 15, White's outward influence cannot be considered thickness yet. Black can even start in immediately with 'a', White 'b', Black 'c', or possibly the enveloping attack of Black 22, so I felt constrained to jump to White 22 as quickly as I could.

I also thought about avoiding all this hassle by blocking at 1 in Dia. 2 with White 12. I wondered if this move was not indeed feasible and at one point I was about to play it. Afterwards I was told that other players had examined this move and now I am convinced of its validity.

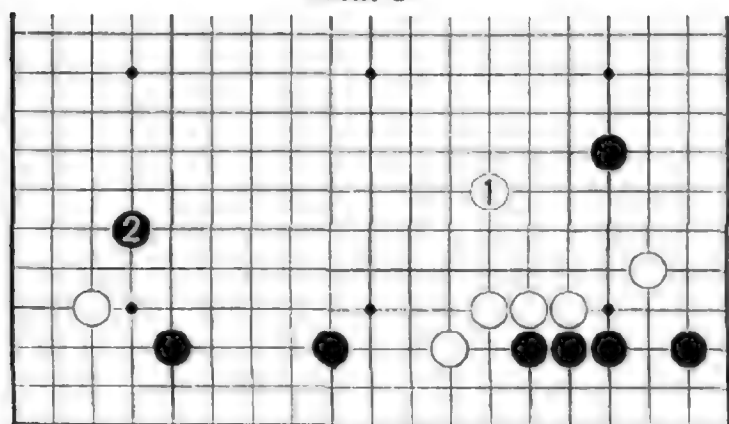
Black's instinct is to cut at 2 in Dia. 2. Since White captures the corner with the hane and connection of 9 and 11, this is playable for him. But then I thought of Dia. 3. It seems that adopting a low posture with 2 and 4 is strong and I could



Dia. 2



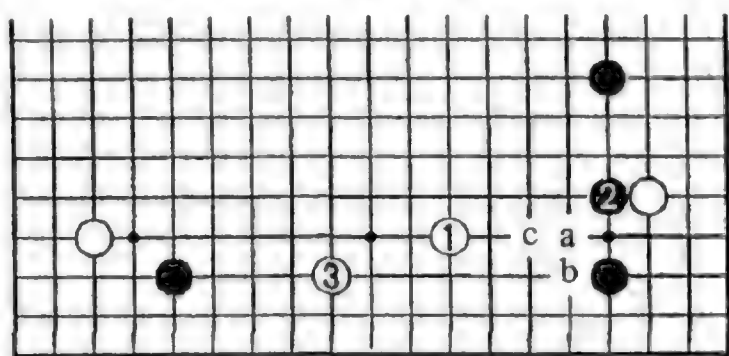
Dia. 3



Dia. 4

not tell at the time whether the variation to 9 was good or not. White can also play 5 at 'a', followed by Black 'b' etc. through White 'g', Black 5, White 'h', but in a real game Black would cut at 2 in Dia. 2, wouldn't he? I could not reach a definite conclusion, so I stuck to the tried and true method in the figure.

The reason White mixes it up with 16 is that if he simply jumps to 1 in Dia. 4, Black will come bearing down with 2 and I did not think that White had any move to get a good result.



Dia. 5

Figure 2 (23 – 64). *My kind of game*

Dia. 5 supplements the explanation of the opening variation. White could also play the high counter-pincer of 1 and then if he gets to fence Black in with 'a', Black 'b', White 'c', 1 occupies a good position. Therefore, 2 and 3 can probably be expected. White 1 is also a move currently being investigated.

In any event, I believe that White has some cause for dissatisfaction with the result on the lower side. White 24 through 28 are forcing moves, so the one stone is not lost out and out. However, Black has a very sturdy position in the lower

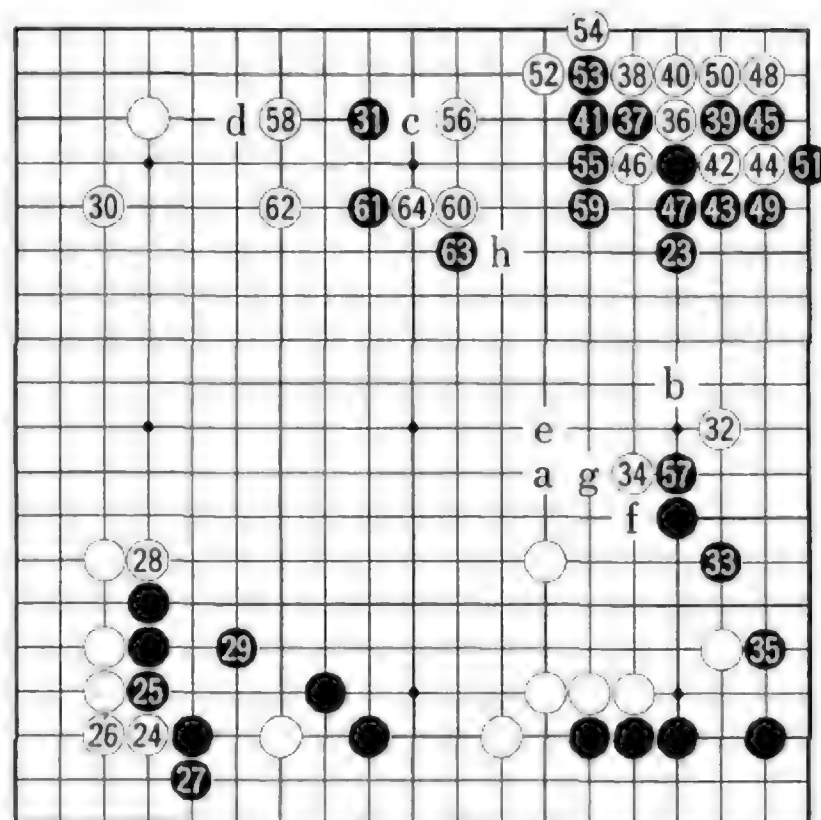


Figure 2 (23 – 64)

right corner and on the lower side, much in keeping with Otake Sensei's style. He also has something left to aim at in White's floating group of stones.

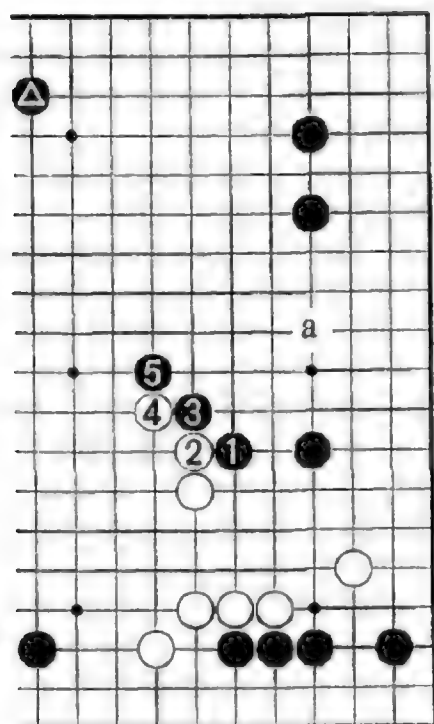
After this White can secure his group and his peace of mind by jumping to 'a', but since that lets Black take territory with 'b' I considered it a hopeless move.

The opinion was voiced that Black should have restrained himself by playing 31 at 'c'. If White attaches at 36 as in the game, he would not have the comfortable life he secured up to White 52. But that is an analysis after the fact and had Black played 'c' the game would have proceeded differently.

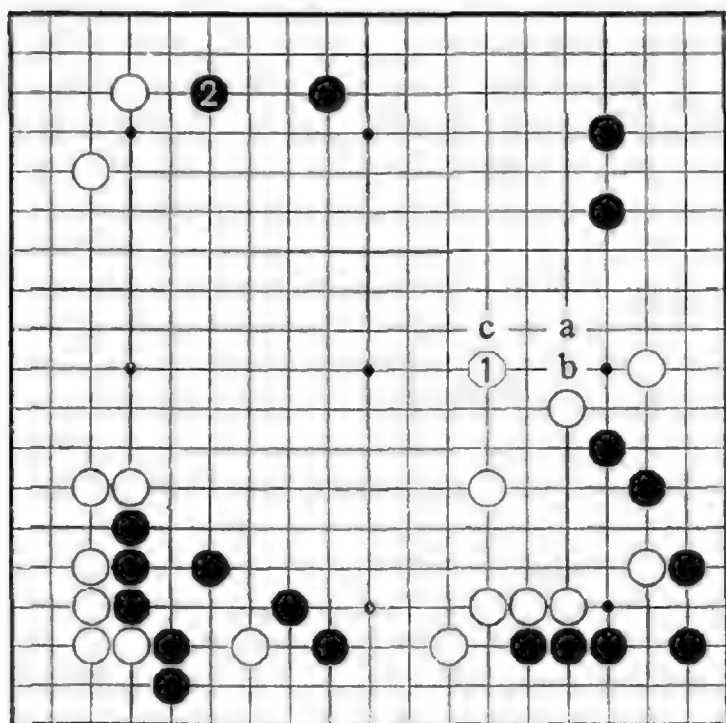
I resolved to take matters into my own hands with White 32. The disposition of the right side has been pending ever since Black developed with 23 and Otake Sensei was looking forward to building up with 1 through 5 in Dia. 6; of course I realized what was up. Following Black's move of the marked stone by jumping to White 3 and letting Black strengthen himself with 'a' is a bankrupt policy. Consequently, I tested Black's reaction by invading at 32.

With 33 and 35 Otake Sensei continues his strategy of rock-solid play. I heard him mumble, 'What am I doing here?' but I cannot believe that reflected his true thoughts.

While I examined the situation I realized that Black was aiming for Dia. 7. From the standpoint of shape, White should defend at 1 and in itself that is a fine move no doubt. However, Black then



Dia. 6



Dia. 7

plays the safe and sound checking extension of 2.

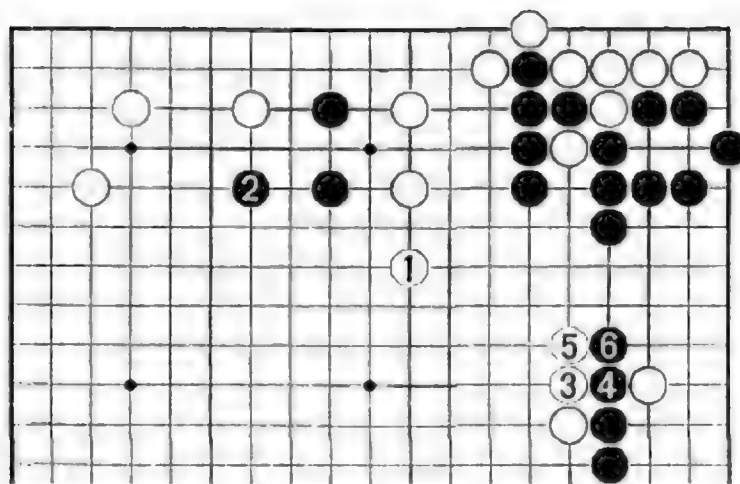
I do not think this diagram is any good for White. Black can aim at playing 'a', White 'b', Black 'c' or perhaps simply attaching at 'c', while for his part White has nothing at all to aim at. Neither can he hope to compete territorially with Black; he is slowly digging himself into a hole. Therefore, I steeled myself for the invasion of 36.

You might say that with 32 and 36 I was playing my kind of game.

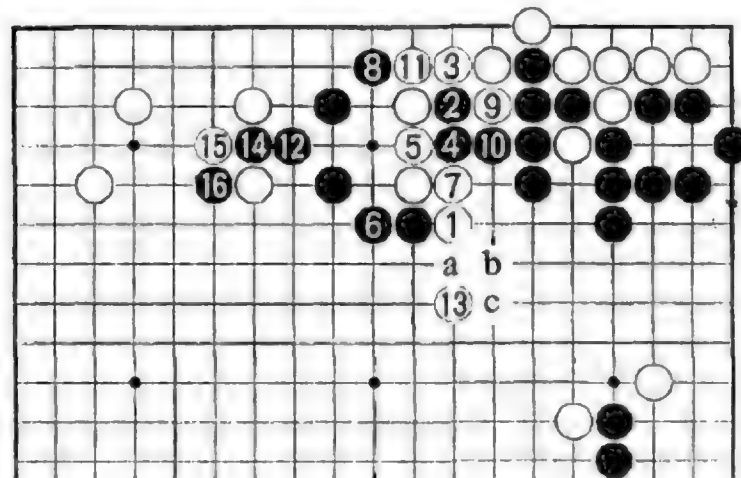
Black does not fancy blocking from the inside with 37 and if he connects at 46 with 39, White plays 39.

The sequence to the jump of 52 was about what I expected. . . Naturally the fact that Black 31 was not at 'c' entered into my calculations.

This is an equal result for both sides here. I was surprised that Otake Sensei played Black 57. Since extending to 58 is so big for White, shouldn't Black himself extend to 'd'? Then I



Dia. 8



Dia. 9

planned to develop with 'e'. I was not worried about Black 57 taking territory on the right side, rather at the prospect of his building up thickness with a view to exploiting the defects in my position. That would have been consistent with his previous play.

By the way, if instead of 57 Black plays 'f', White jumps to 'a' and the trick is to answer Black 'g' with White 'e'. There is no need to worry about the right-side territory getting too big.

Black 59 eliminates whatever forcing moves White had in the area and frees his hand for future operations. It also lends support to his own stone on the upper side.

White 62 is a big move in its own right, and while I was playing I suddenly decided to take some profit; that is a bad habit I have. When I thought about this later on I saw that there was no reason to go all out like this. The ordinary move is jumping to 1 in Dia. 8. Even if it allows 2, forcing with 3 and 5 secures White's position as a whole.

Missing this straightforward continuation resulted in a difficult situation following Black's sealed move of 63.

I thought for about an hour before butting into Black with 64. I examined what would happen if I hanged at 'h' and I also read out what would follow

64, but it is not a move I played with much confidence.

You can expect Dia. 9 to follow White 1. White seems somewhat thin and if he connects at 14 with 13, Black destroys him with 'a', White 'b', Black 'c'. Also White 3 at 4 would bring on Black 3, White 11, Black 9, White 6 and an exchange, but I cannot say even now whom this would benefit.

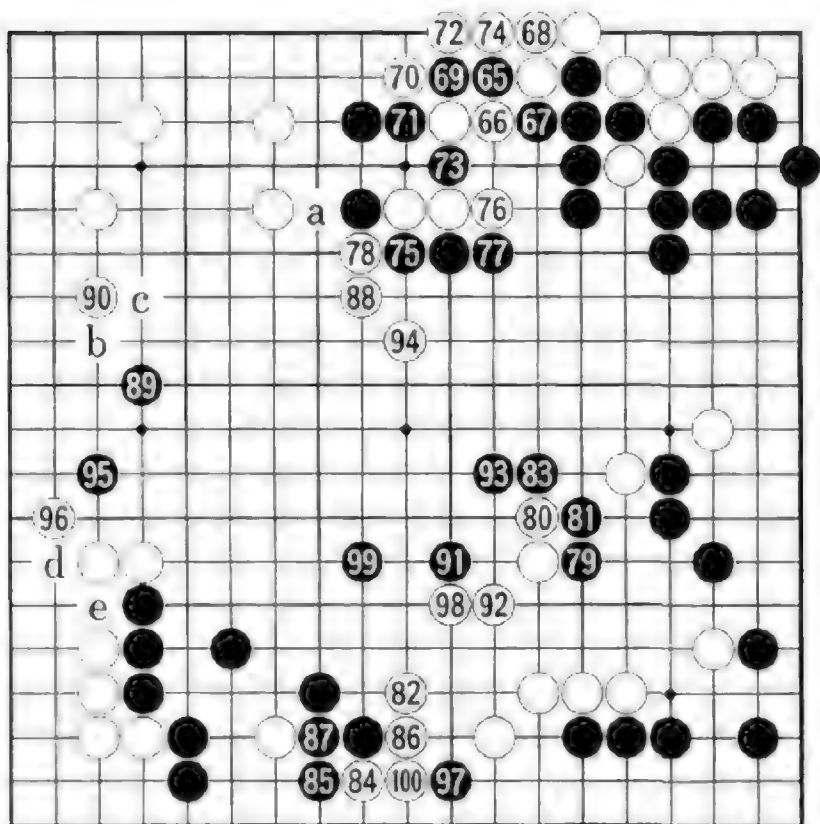


Figure 3 (65 - 100)

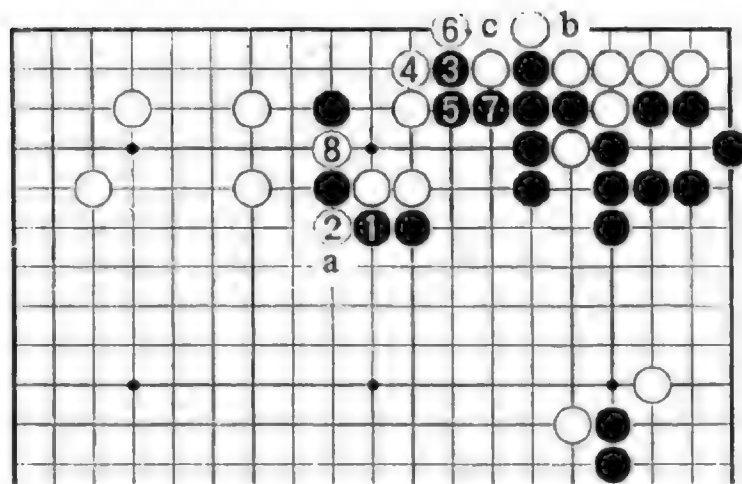
Figure 3 (65 - 100). Things are looking up.

Otake Sensei answered with Black 65 but it seems that blocking at 1 in Dia. 10 is the only move. Black 5 at 7 is no good since White would then extend to 'a' and it is possible for him to live later with 'b'. It is out of the question for White to play 4 at 1 in Dia. 11 because the cut and dried sequence to 10 costs him the two pivotal stones in the center.

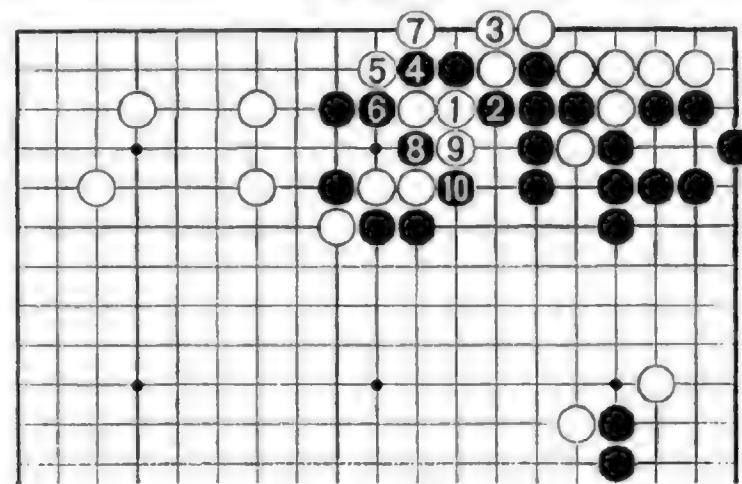
Well then, it is very hard to calculate what will follow after Dia. 10. When should Black play the ko at 'c'? Whom does this position favor? Unless you sit down and play the whole game out it is impossible to reach a conclusion. Probably this was the correct sequence.

The moves in the figure followed in short order. Things are looking up for White when he captures two stones and then cuts at 78. The feeling is that White has come out a little better here. But he has to be careful how he handles Black's forcing move at 'a'.

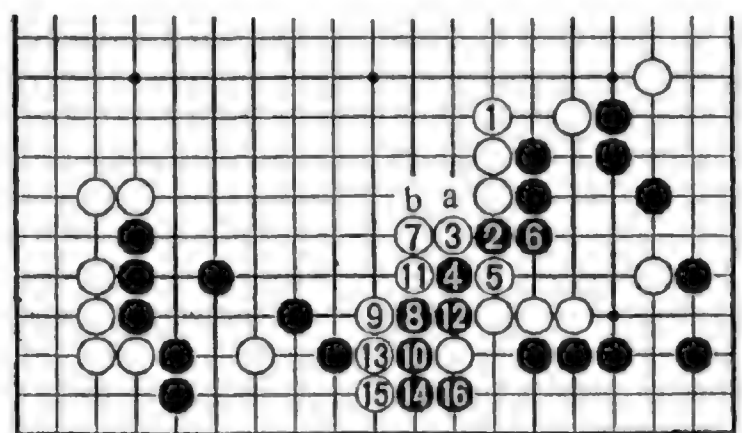
Although the situation favors White, Black can use an attack on White's group to build up the right side, so the game is still close.



Dia. 10



Dia. 11



Dia. 12

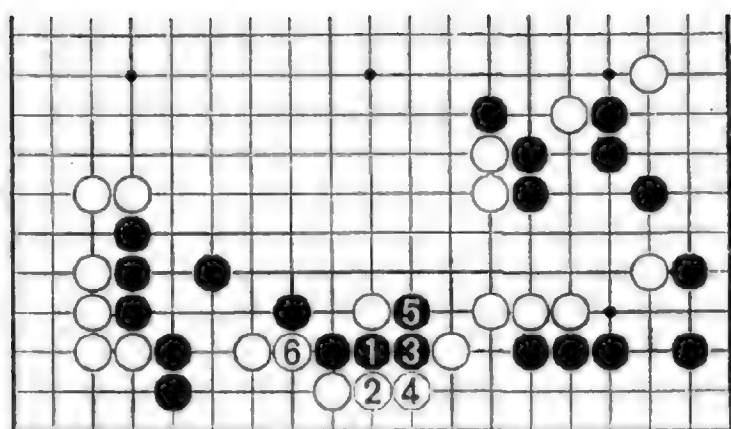
White cannot answer 79 and 81 by extending to 1 in Dia. 12. Black will let him have it with 2 and 4 and the sacrifice White is forced into here is too great. No doubt Black would answer 11 at 13 with Black 15, White 11, Black 14, and attack the whole group. Also, White 7 at 11 is dangerous since Black would set the game at his own pace with 'a', White 7, Black 'b'.

So, White defends at 82 and Black blocks off the center with 83.

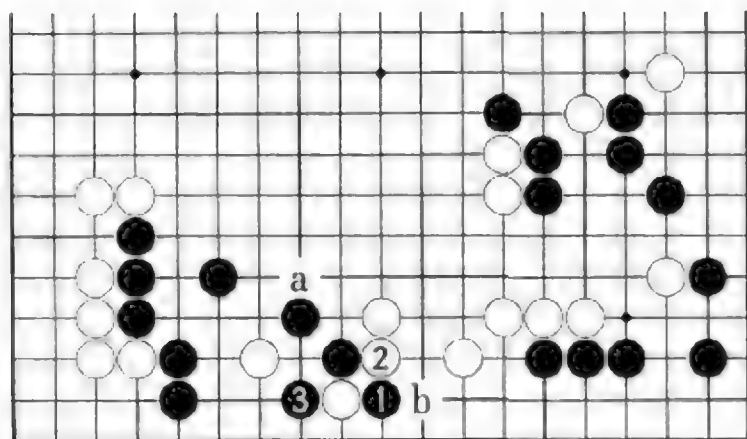
White 84 is a tesuji. Of course, answering as in Dia. 13 is hopeless for Black, and if he captures as in Dia. 14, White has forcing moves at 'a' and 'b', so living is no problem.

After forcing Black to give way and getting some sort of shape in the process, White turns to 88. This was played to mitigate the severity of Black 'a' and also to neutralize Black's center.

Black invades at 89 but there is no way to capture this stone. The only thing to do is to attack carefully in order to tip the territorial balance in



Dia. 13



Dia. 14

White's favor. Since White had the komi, I thought I had a good chance of winning at this point. Otake Sensei was playing very quickly here.

White 92 makes shape.

White must without fail play 96. If he hurries to erase the right side, Black will play 'b', White 'c', Black 'd', White 'e', Black 96. Chances are both the group on the lower side and the lower left corner would come under attack at the same time.

Figure 4 (101 – 126). *Too tactful?*

Black secures his territory with 7. The reason White forces with 8 through 12 is that if he does not, Black can take an eye away with 'a'. At this point there is no cause for alarm, but White would be uncomfortable facing the endgame with a time bomb ticking away here.

White 18 does not aim at capturing this group, of course, but I did not think I could secure territory on the left side if I didn't attack strongly.

White appears to be a little bit ahead, but I cannot say that he has a winning advantage or that if he attacks Black here that he will win. After the game someone asked for my impressions and I said, 'Only at the very last was I sure I would win.' It was said that I was just being tactful. But there is really no point in savoring a win before your opponent has resigned or the last half ko is connected. If a won game is spoiled by a blunder, then a premonition of victory is

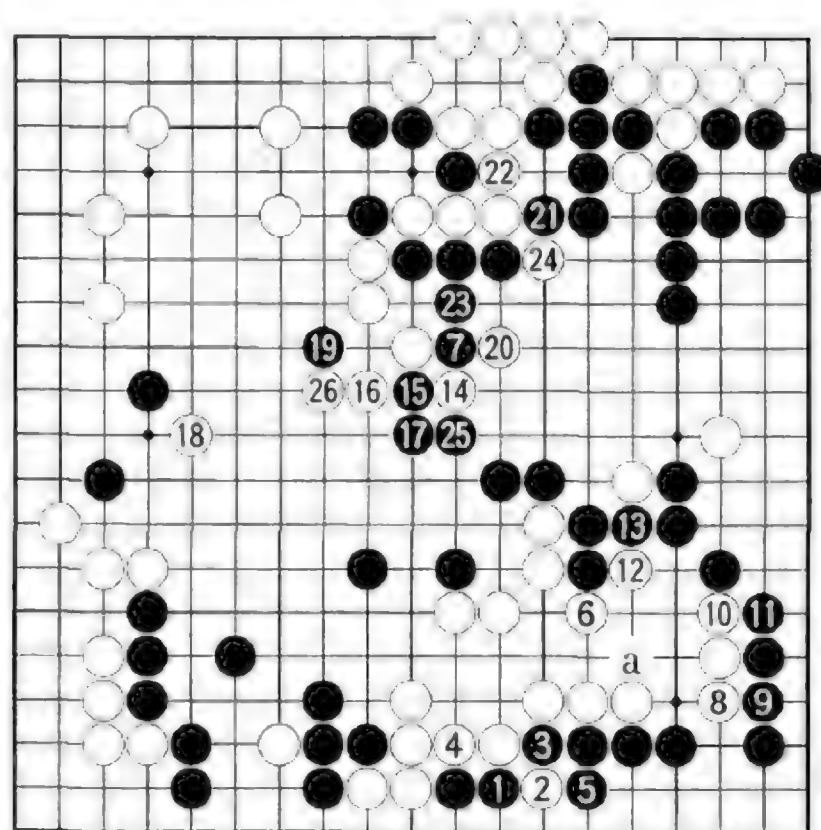


Figure 4 (101 – 126)

meaningless.

White can answer Black 19 with 20 and the rest.

White pushes at 26, positioning himself for the last battle of the game. He has a small advantage but a single bad move could throw it all away.

Figure 5 (127 – 150). *The game is decided.*

Black 29 and 31 are a tesuji. Drawing back to 33 allows White to capture at 34, eliminating Black's possibilities here. This simplifies things and White's position changes from favorable to superior.

After White 34 a coldly realistic appraisal will show that there are no more problem areas and that the endgame will only serve to solidify

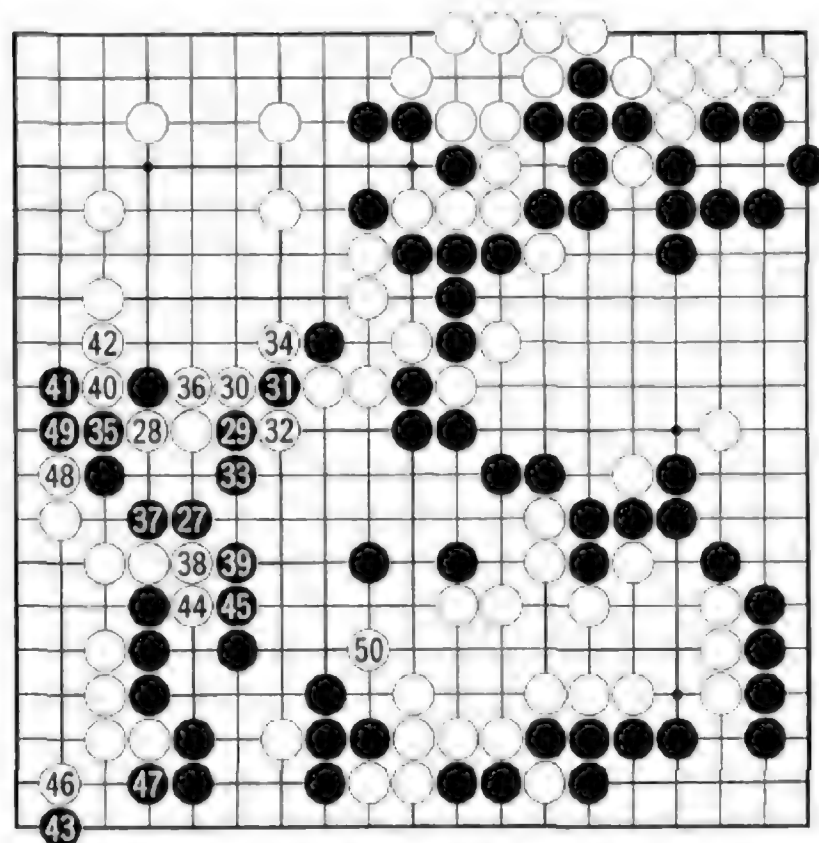
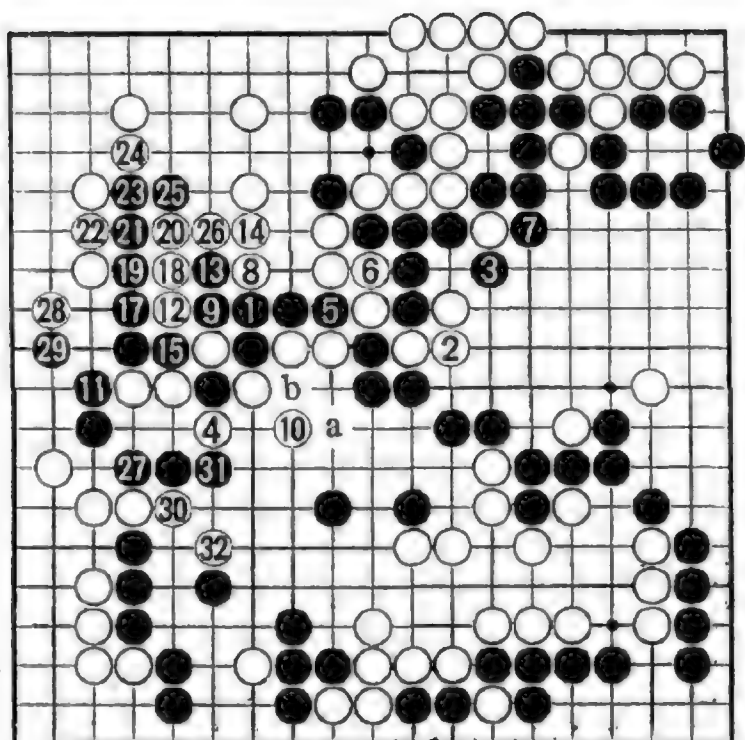
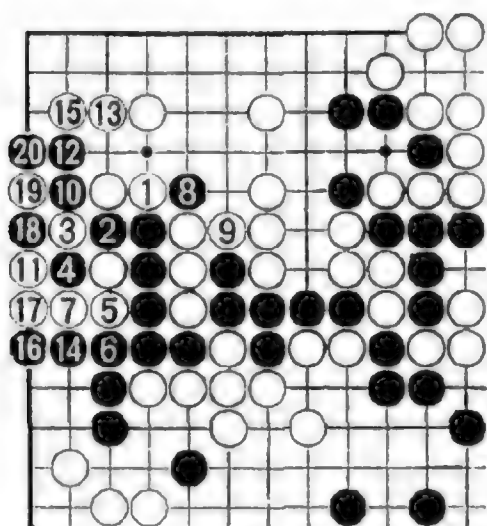


Figure 5 (127 – 150)



Dia. 15 16: connects



Dia. 16

White's territory. Otake Sensei resigned at White 50, but if the game is played out to the end it is jigo or a one-point difference. Or perhaps White is a little ahead on the board.

I think it would have been difficult if Black had connected at 34 with 33. Dia. 15 is a hypothetical variation. It is a subtle question whether Black answers White 10 with 'a' or else throws



Cho looks exhausted after completing his third defence of his Meijin title

a stone in at 'b', but in general events should proceed as in the diagram. Compared to the game, there is not much of a difference in White's territory. White encroaches on Black's territory with 30 and 32 and this sequence would be good for him too. At 22 White must not block at 1 in Dia. 16, since that leads to a horrible ko.

I was expecting the connection of 1 in Dia. 15 and a difficult fight and I was surprised that everything was resolved so easily. I suddenly felt relaxed. The outcome of the game was settled by Otake Sensei's move of Black 33.

White wins by resignation.

Time taken. White: 8 hours 59 minutes

Black: 3 hours 22 minutes

('Kido', December 1983. Translated by Bob Terry.)

Go World News (continued)

1984 Donau Pokal Go Tournament

The 1st Donau Pokal Go Turnier was held this year among town teams along the Danube river. The four-man teams competed in two groups, with Regensburg (Germany) and Linz and Krems (both Austria) playing a Western League at Linz, and Bratislava (Czechoslovakia), Budapest (Hungary) and Beograd (Yugoslavia) playing an Eastern League at Budapest. Krems and Beograd won their leagues and joined Vienna in the finals, which were held under the auspices of the Lord Mayor in the old baroque Vienna Townhall on 16 and

17 June. Victory went to the Krems team of Emsenhuber, Felkl, Bauer and Mayrhofer, which received the Donau Cup donated by Voest Alpine Linz, the national steelworks.

Report from Anton Steininger

News in Brief

*Sakata Eio lost a playoff against Yamashiro and so loses his place in the Honinbo league.

*Imamura Toshiya 6-dan, a promising 18-year-old player from the Kansai Ki-in, has won the 15th New Stars TV tournament. In the final, he defeated Yoda 5-dan.

31st Oza Title

Last year was not a spectacular year for Kato, but he did win two titles, defending the Oza and taking the Judan from Cho (see GW32). Unlike his fellow Kitani disciples Ishida and Takemiya, both of whom fell into prolonged slumps after losing the Honinbo title, Kato has maintained his place in the ranks of the title-holders, though of course he will hardly be satisfied until he resumes what he regards as his rightful place at the top of the list.

There was one interesting point of similarity between this title match and the Judan match earlier in the year: Kato triumphed over an opponent against whom he had previously had a very bad record. His career record against Otake before this match was 20 wins to 25 losses, which is not so bad, but he had only been able to win one of the five title matches in which they had been opposed. That was almost as bad as his record against Cho Chikun. For that reason, his success in this title match probably meant a lot to Kato.

Game One

White: Kato Masao, Oza

Black: Otake Hideo, Gosei

Komi: 5½; time: 5 hours each

Played at the Fukadaya Inn in Yotsuya, Tokyo, on 27 October 1983.

Commentary by Kano Yoshinori 9-dan.

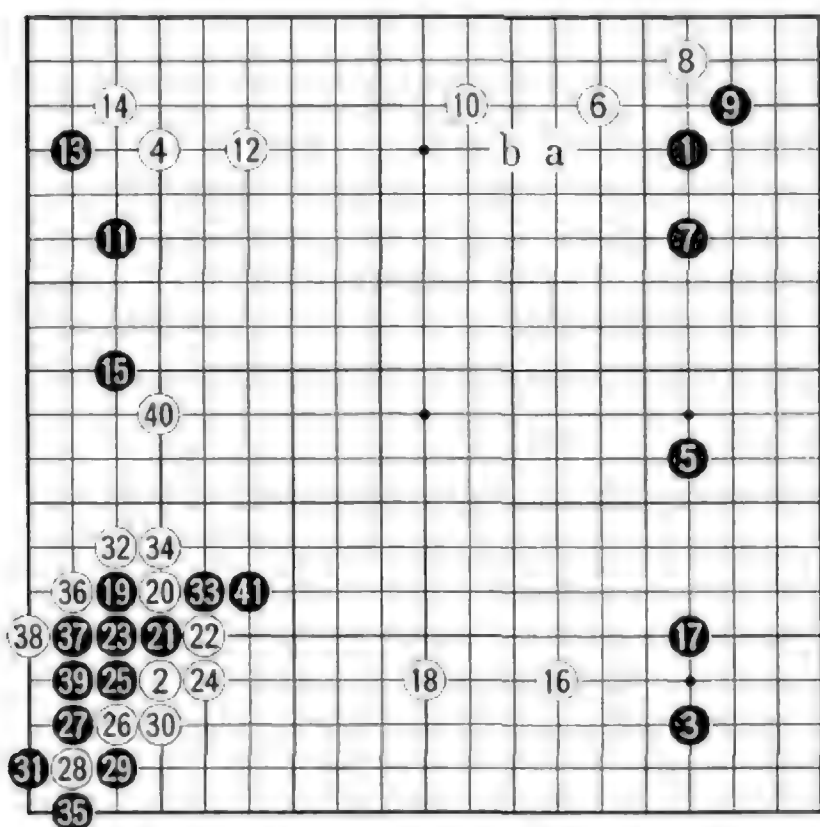


Figure 1 (1 - 41)

Figure 1 (1 - 41). A fighting start

Black 1, 3, 5. The Chinese-style fuseki is a little unusual for Otake.

Black 21 is the instinctive move. Attempting to make territory on the left side with a hane at 34 is hardly interesting when Black has the low, solid formation of 11 to 15.

Black 33. An interesting move, considering that the ladder is unfavourable for Black. If White plays 40 at 41, Black intends to play a ladder-block at 'a' or 'b'.

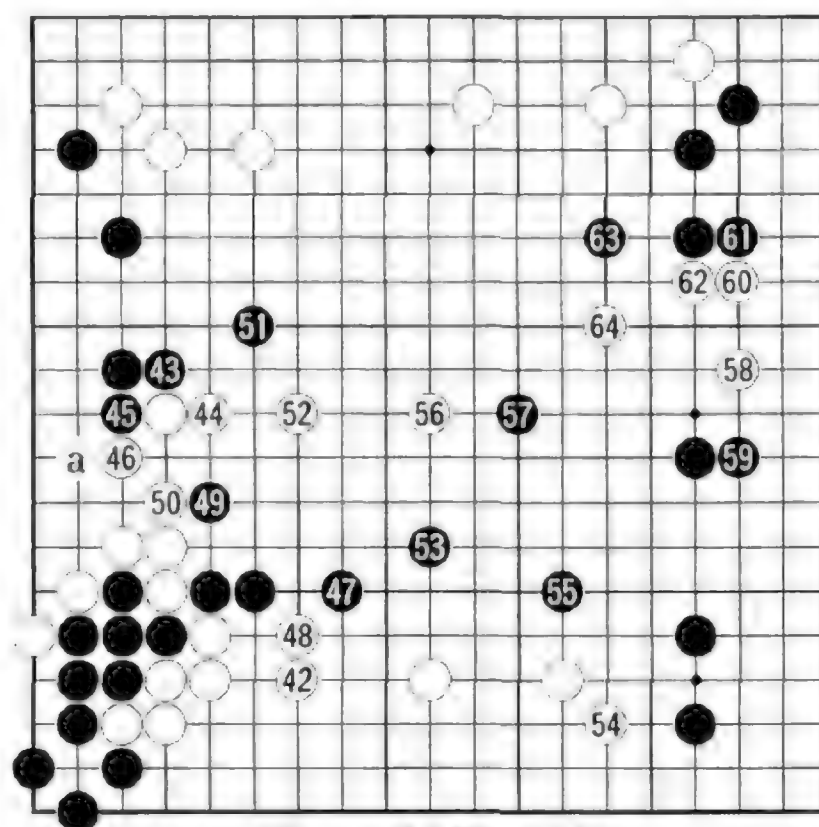
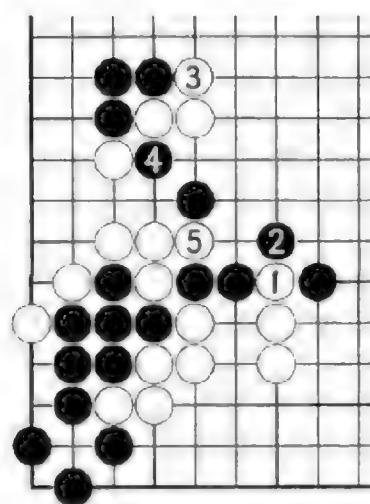
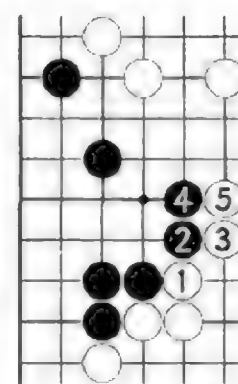


Figure 2 (42 - 64)



Dia. 1



Dia. 2

Figure 2 (42 - 64). Kato misses a clever defence.

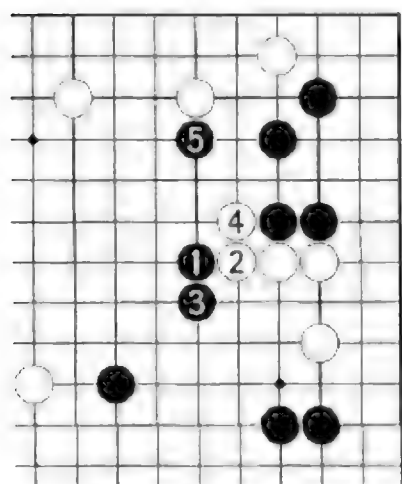
Black 45. Black 'a' would not be sente.

White 50. Unthinking. Kato was chagrined at missing the clever counter with 1 and 3 in Dia. 1. If Black 4, White 5 copes with the threat. Because of this slip, White lost a tempo. Instead of 4 -

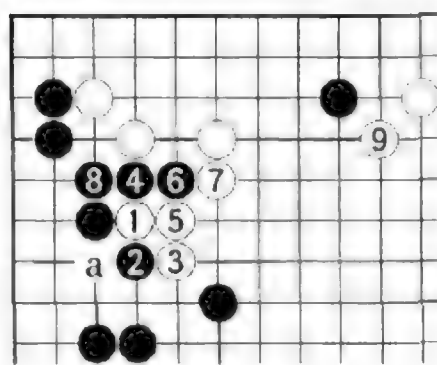
Dia. 2. Black would have had nothing better than 2 and 4 here. White 3 and 5 would strengthen White's top area. In contrast, Black 51 in the

figure sets up an invasion at the top.

Black 63 lacks severity. The commentator and the players agreed that Black should attack at 1 in Dia. 3. Black 3 next forces White 4, which gives Black a perfect move at 5. White would be in trouble, whereas 64 in the game just about settles his group.



Dia. 3



Dia. 4

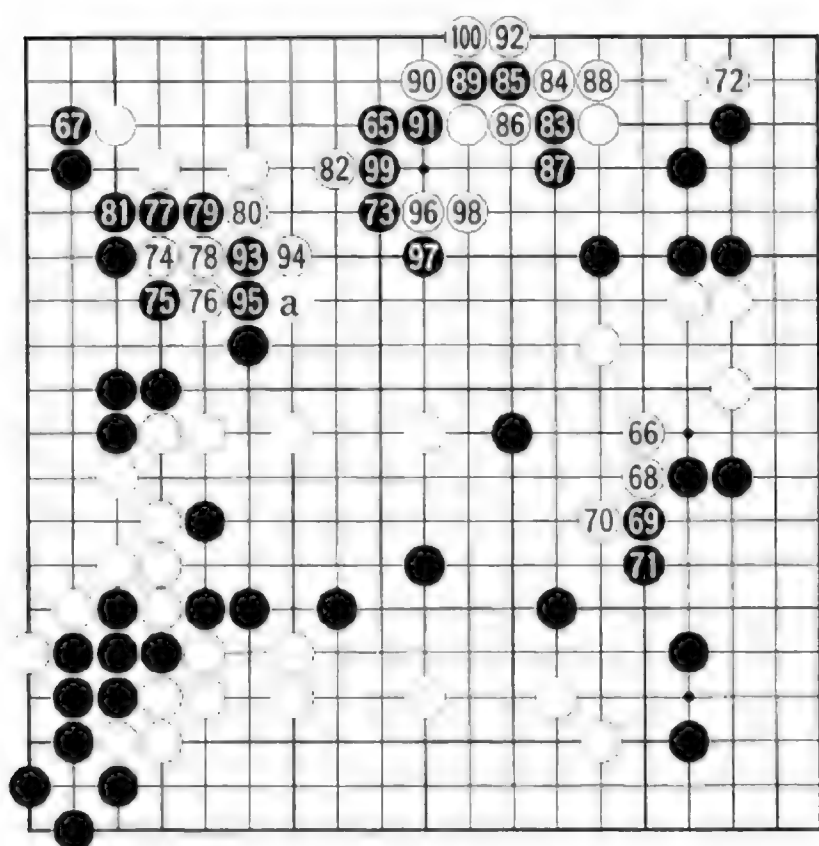


Figure 3 (65 - 100)

Figure 3 (65 - 100). *Shifting balance of power*

Black 65 - White 68. An interesting exchange, with each player going his own way. In the ten moves from 60 to 70, White reverses the balance of power in the centre and makes up for his slip on the left.

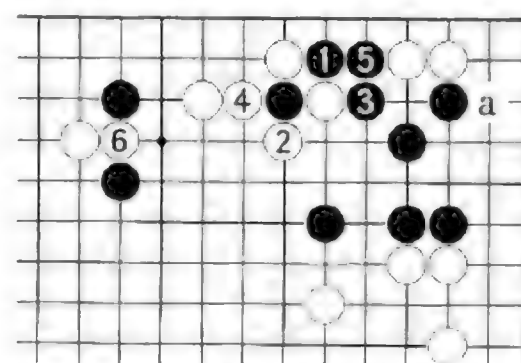
But then White immediately slackens off. White 72 should be at 1 in Dia. 4. After the same sequence as in the game, White could next attack the invader with 9. That means that Black would probably choose to answer 1 at 'a', but still that would make 1 a good forcing move. Timing is all-important: after 73, White 74 is not half so effective.

Black 83. If at 99, White would make shape with 'a' and the black stones would be heavy.

Black 85. The standard tesuji in this kind of position is the crosscut at 1 in Dia. 5. In this case, however, White will be satisfied to secure the top area with 2 to 6, especially as he still has the hane at 'a'. Black prefers to sacrifice two stones so that he can dispense with the connection at 99.

White 92. The last move before lunch. This is extremely rapid progress for a title game. The game slowed down after lunch.

White 96. An excellent move which prevents Black from making good shape by jumping to 98 (which would have been a good alternative to 93). After 98, Black has to connect at 99 after all.



Dia. 5

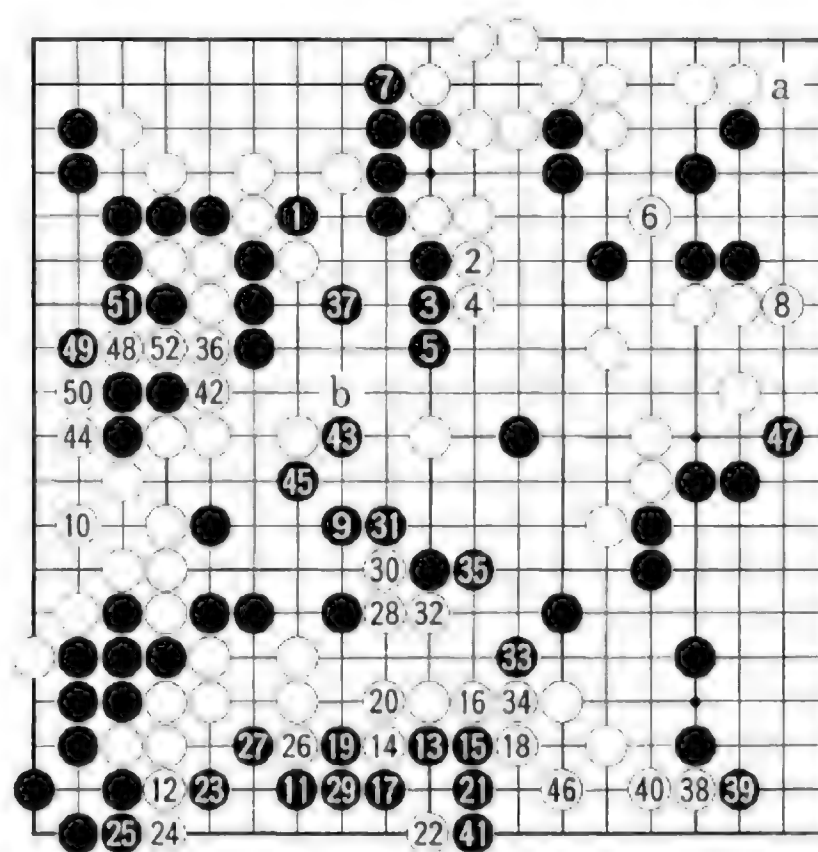
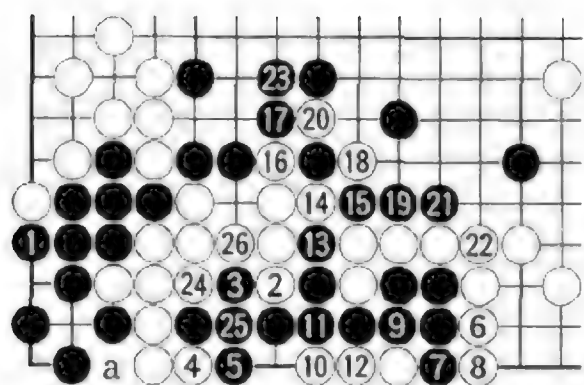


Figure 4 (101 - 152)

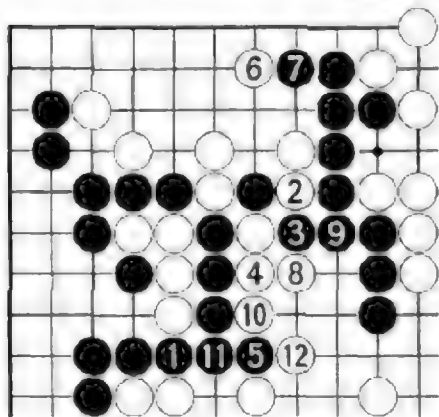
Figure 4 (101 - 152). *Exchanging groups*

Black 1 - White 8. A furikawari takes place. If White omits 8, Black can make a nuisance of himself with hanes at 8 and 'a'. This exchange of groups seems slightly favourable for White.

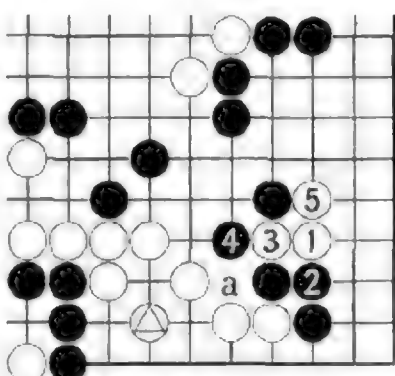
Black 11 is a daring invasion. Otake commented later that exchanging 'b' for 43, then attaching at 20 would probably have been good enough.



Dia. 6



Dia. 7



Dia. 8

However, Black succeeds in living up to 25. Note that 25 has a meaning — see Dia. 6.

Dia. 6. The correct endgame move for Black is 1, not 'a', but then White might make an all-out attempt to kill Black with 2 etc. In the forced sequence to 26 he succeeds, but if Black had a stone at 'a' he would be a move ahead in the semeai.

White 36 is a very clever move. If Black captures at 1 in Dia. 7, White intends to cut at 2. Black has to play 3 to stop him from getting eye-shape, but then White escapes with 4 to 12. Instead of 35, Black should have reinforced the centre at 'b'.

Black 41. To forestall White 41.

Black 43 is big, but 45 is too solid. The reason is that after 46 White can aim at peeping at 1 in Dia. 8. If Black 2, White plays 3 and 5. Without the marked stone (46), Black could connect at 'a' and aim at killing the white group by jumping in at the same point. Because of that, Black feels constrained to add a move at 47 to help defend against the threat of Dia. 8, so he does not have time to block at 50.

Figure 5 (153 – 226). *Reneging on the trade*

White 58, 60. Previously these moves would not have worked, but now that the black group no longer has independent eye-shape on the left side Black cannot attack all-out. For safety's sake, he has to give atari at 63, so White is able to get a ko with 64.

White 72 is a mistake which could have lost the game. White should cut at 89; if Black subsequently played ko threats to live on the side

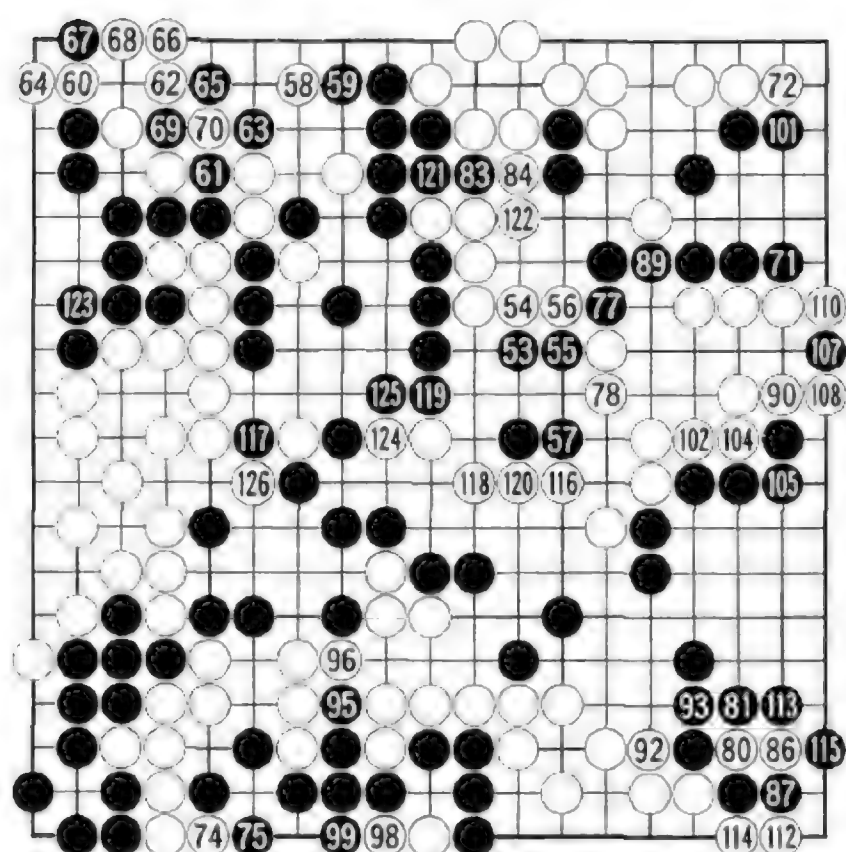
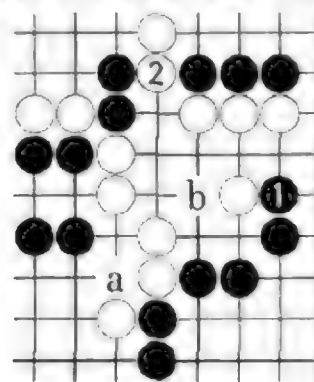


Figure 5 (153 – 226)

Ko: 73, 76, 79, 82, 85, 88, 91, 94, 97, 100, 103, 106, 109. *111: connects at 70.*



Dia. 9

here, White could ignore him and connect at 69. Living in the top right corner would not be big enough for Black to win.

Black 89 is the losing move. Even if Black wins the ko now, the game will be close on the board. Black 89 is an outright loss, while White gains from playing 90. Black should have followed Dia. 9. White must answer 1 at 2, so later Black can aim at 'a' and 'b'. This way Black would have had a good chance of winning.

The surprising thing about this game was that it remained very close despite the large-scale shifts in the balance of power and in territory. It was ironic that the game was decided by a careless ko threat.

Black resigns after White 226.

(Translated from the Nikkei Shimbun by J. Power.)



Game Two

White: Otake Hideo

Black: Kato Masao

Played on 9 November 1983 at the Nihon Ki-in.

Commentary by Kato.

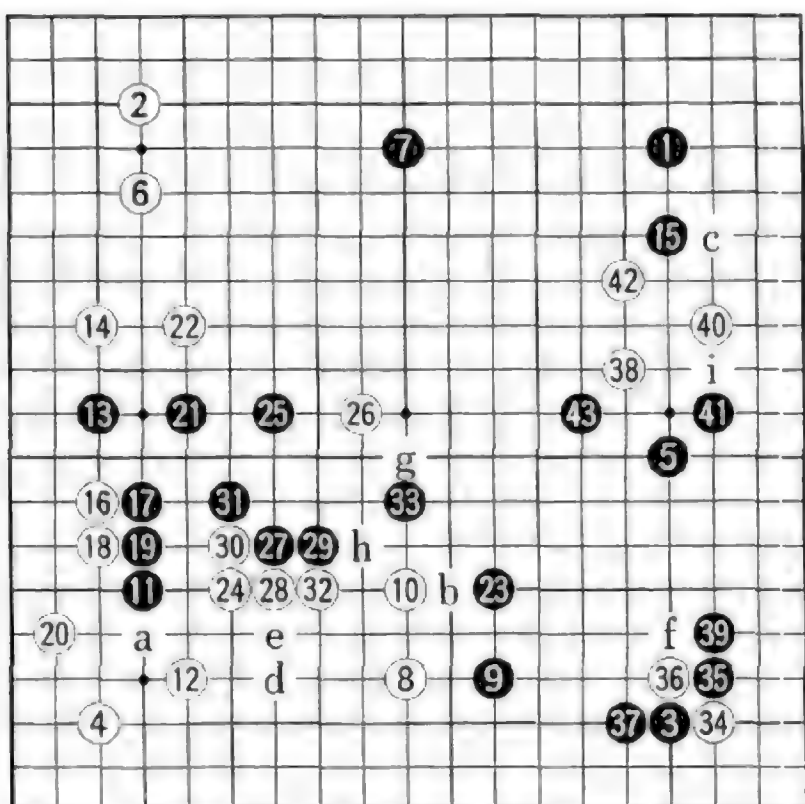


Figure 1 (1 - 43)

Figure 1 (1 - 43). The losing move?

White 10. 'The losing move,' said Otake after the game. That is a little exaggerated, but 10 does give Black a perfect combination with 11 and 13. White 10 should have been at 'a' or 11. Otake perhaps disliked the prospect of Black 'b', but he could then have invaded at 'c'.

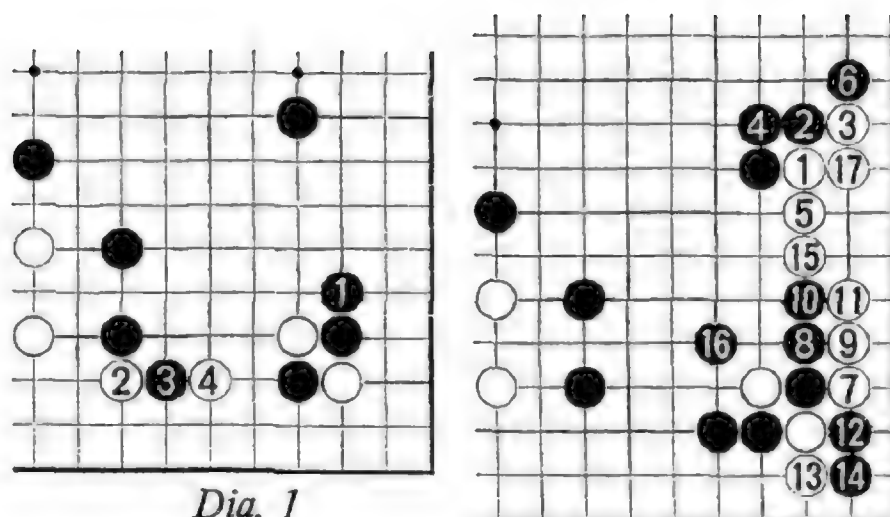
White 14, 16. This combination was perhaps not as severe as Otake had expected when he played 10. Up to 21, Black gets a flexible shape and cannot be attacked strongly. This result makes it clear that the 9 - 10 exchange was favourable for Black.

Black 23. At first, I had planned to reinforce at 27, aiming next at 'd'. White 'e' would be a submissive response to 27, so White would probably invade at 'f'. This would have been a reasonable strategy; Black 23, letting White attack at 24, is more aggressive.

White 26 and 28 are inconsistent, as 26 becomes isolated after Black 29 to 33. I was satisfied with the way the game was developing. White should have played 26 more conservatively at 'g' or 28 at 30, followed by Black 31, White 'h'.

White 34, 36. Probes before playing 38. At this stage Black must play 37. If instead he plays 1 in Dia. 1, White has a nice combination with 2 and 4.

White 38. I expected White to attach at 1 in



Dia. 1

Dia. 2

Dia. 2. If Black 2, the sequence to 17 is quite possible.

Black 39. Black 'i' would be just what White wants. White would be free to erase the centre while Black would be left with bad aji in the bottom right corner.

Black 43. A superb attacking move: playing here felt good.

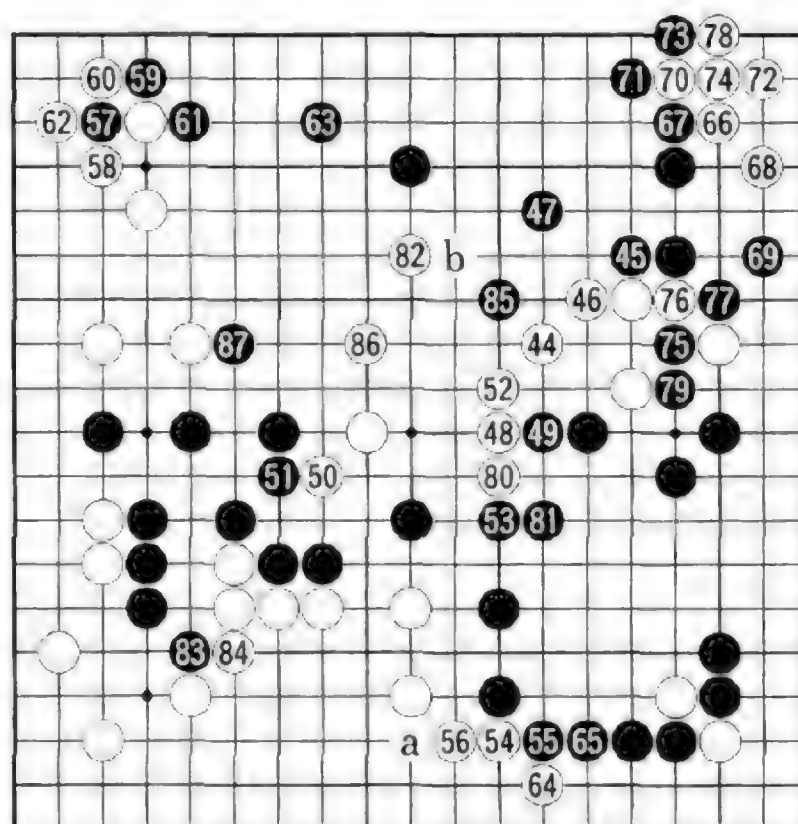


Figure 2 (44 - 87)

Figure 2 (44 - 87). Concentrating on territory

White 54, forestalling Black 'a', is big. White 1 in Dia. 3 may look bigger, but Black still has the aji of attaching at 2. White finds the continuation to 10 unappealing.

Black 75. Attempting to kill White with 1 in Dia. 4 is unreasonable because of White 6. However, this diagram shows why White has to answer 77 at 78. Defending the centre next with 80 is also obligatory.

White 82. A little dubious, as Black can attack at 85. White should have played first at 86; if Black 87, he could then make good shape with 'b'.

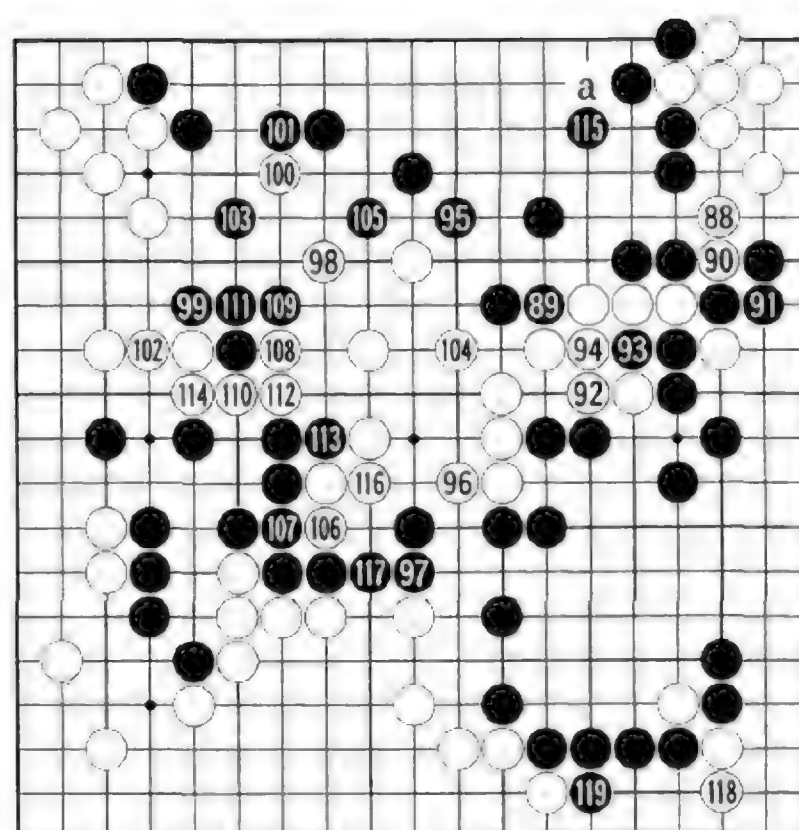
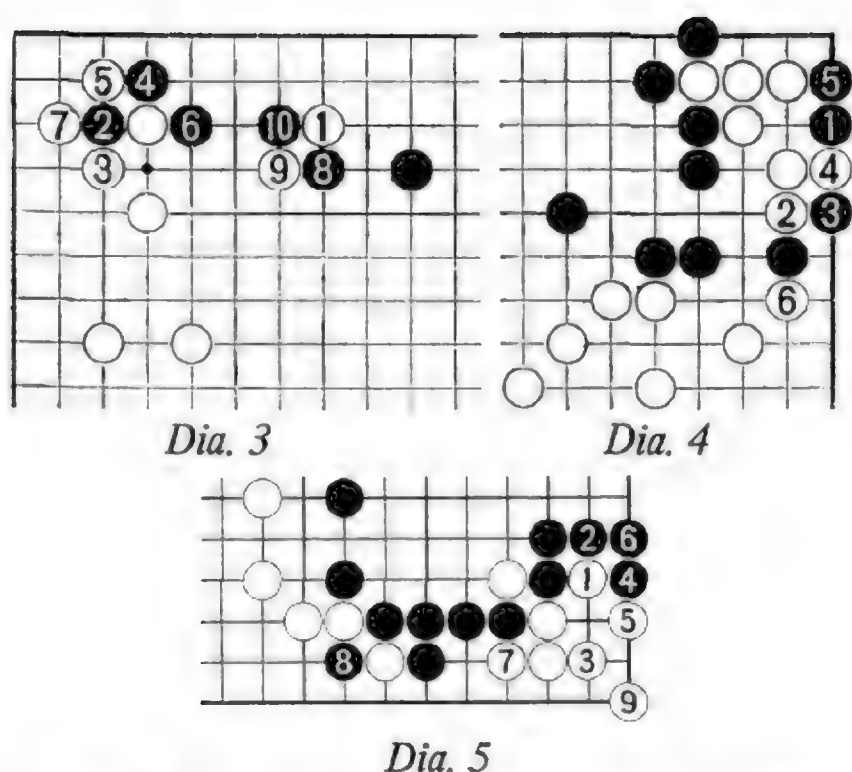


Figure 3 (88 – 119). *Otake runs out of steam.*

White 88. A flash of Otake-like brilliance. This move may look nothing special, but it seeks to maximize the possibility of making a comeback later. Black 89 is natural, as Black 90 would be submissive, but cutting at 90 means that later on White 'a' will not be a mere endgame move but will weaken the whole black group. That puts pressure on Black to keep sente in the ensuing centre fight so that White does not get a chance to play 'a'. In this Black succeeds.

Figure 3 (88 – 119)

Black 115 secures victory.

White 118. Getting ready to resign. The usual move is White 119, since White gains nothing by setting up the ko shown in Dia. 5. However, White 119 would leave White about eight points behind on the board.

White resigns after Black 119.

(*'Kido'*, January 1984. Translated by John Power.)



Otake seems to be enjoying the post-game discussion more than he did the game itself. Watching (L to R) are Kudo 9-dan, Sato Masaharu 8-dan, Abe 8-dan and Sakata 9-dan.

9th Tengen Title

One of the most interesting developments of 1983 was the sudden emergence of Awaji Shuzo as a top-level player. During his twenties Awaji was just another member of the amorphous group of reasonable players overshadowed by the top group of title-contenders. Then, in his early thirties, Awaji suddenly broke away from the pack. Previously he had won some minor titles, restricted to lower-ranked players, but in 1983 he won a place in the Honinbo league and became the challenger for two major titles. This year he even succeeded in winning the Honinbo league. So far he has not attained the ultimate goal of a title, but he has established himself as a member of the top group. This kind of sudden prominence in one's thirties has been quite unusual lately, though once it was the more common pattern. In Awaji's case, it seems that his success can be attributed to a resolution he made three or four years ago to improve his skill. His method was to establish a regular study group, in which he invited a number of promising young players to participate. Group study seems to be much more effective than individual effort and it certainly paid off for Awaji.

There is one irony, however. It paid off more quickly for someone else. Kataoka Satoshi, the player Awaji is challenging for the Tengen title, was a member of his group.

Tengen Playoff

Before going on to the title match, here is the final to decide the challenger. It was probably one of the most unlikely pairings of the year. Hikosaka Naoto 6-dan (born 1962) is a member of the Nagoya branch of the Nihon Ki-in. He appeared like a comet out of the blue last year, defeating Yamashiro 8-dan, Kobayashi Koichi and Kato to reach the playoff. There his winning streak came to a nasty conclusion. This playoff is one of the shortest tournament games of modern go: poor Hikosaka humiliated himself by falling victim to a famous tesuji which has been known since the Edo period.

White: Hikosaka Naoto 6-dan

Black: Awaji Shuzo 8-dan

Played on 20 October 1983.

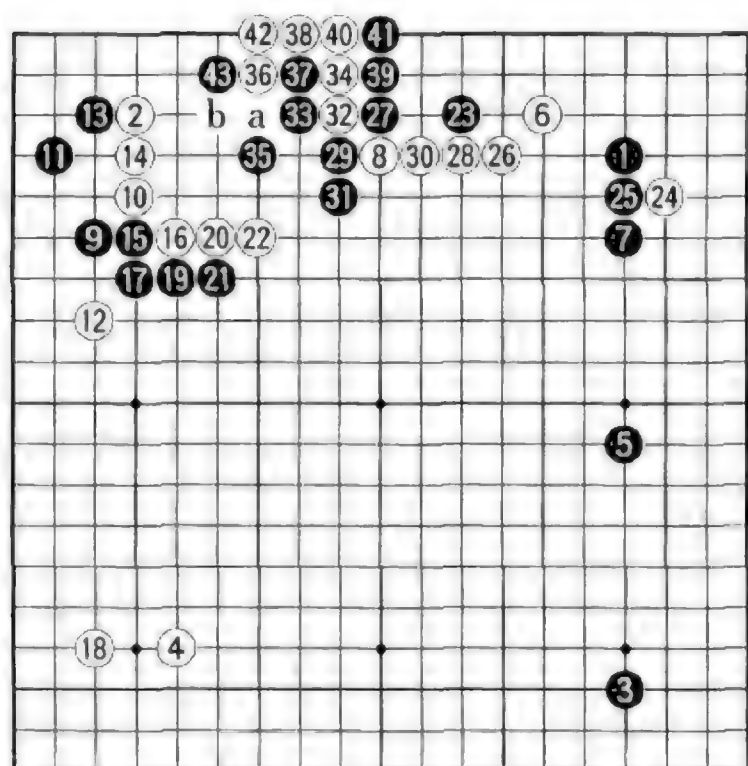


Figure 1 (1 - 43)

If White 'a' after Black 43, Black plays 'b'; if White then captures two stones, Black throws in at 33.

Tengen Title, Game One

White: Kataoka Satoshi Tengen

Black: Awaji Shuzo 8-dan

Komi: 5½; time: 6 hours each

Played on 7 November 1983 in Nagoya.

Commentary by Iwata Tatsuaki 9-dan.

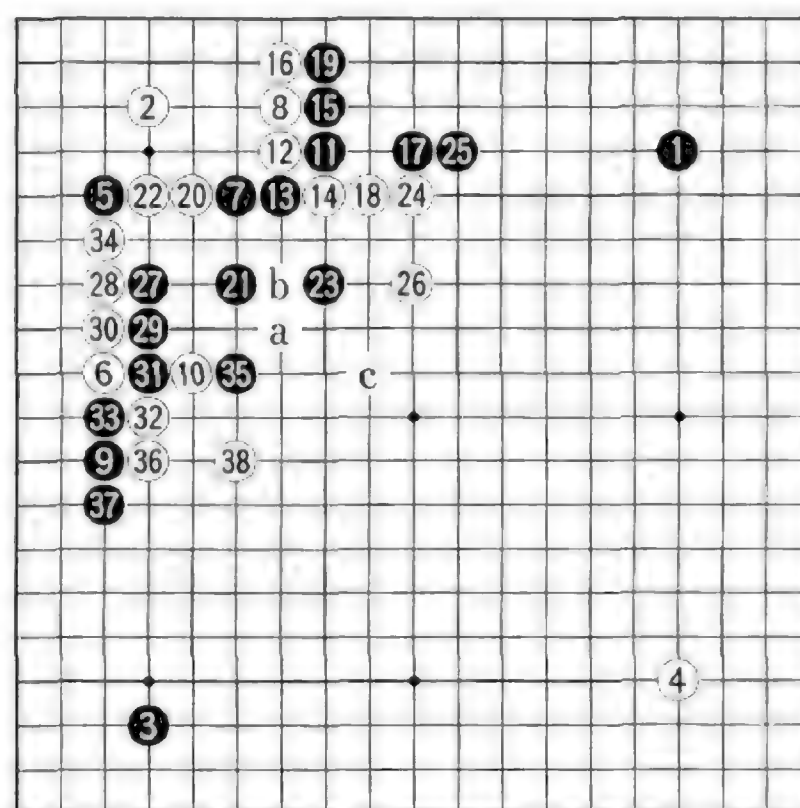


Figure 1 (1 - 38)

Figure 1 (1 - 38). Too volatile

White 16. Perhaps a new move.

White 20 and Black 21 give this game its individuality. For 20, attaching at 22 is more common. For 21, one's first impulse is to hane below 20.

Dodging to 21 is an interesting idea; Black is satisfied with the course of the fight that follows.

White 24 is understandable. If at 34 instead, the corner would still have bad aji, while Black would build thickness by pushing up at 24.

White 28. The position is too volatile: White wants to simplify and settle the shape. More aggressive would be White 'a', Black 'b', White 'c'. Black is happy to drive a wedge through White's position with 29 to 33. The fuseki is looking good for him.

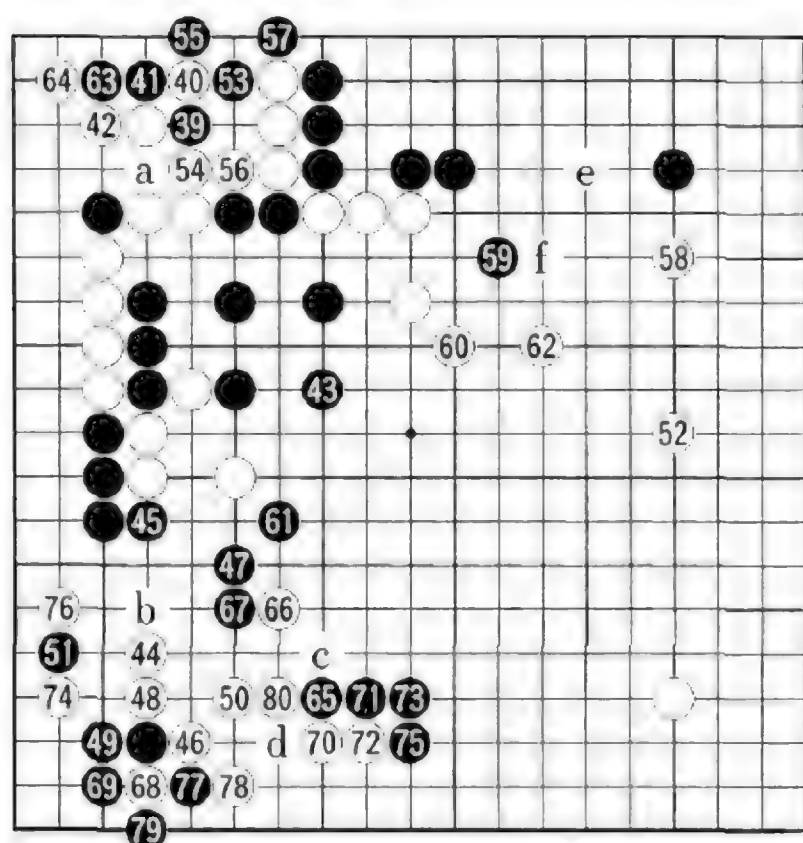


Figure 2 (39 – 80)

Figure 2 (39 – 80). *Awaji fails to keep the pressure up.*

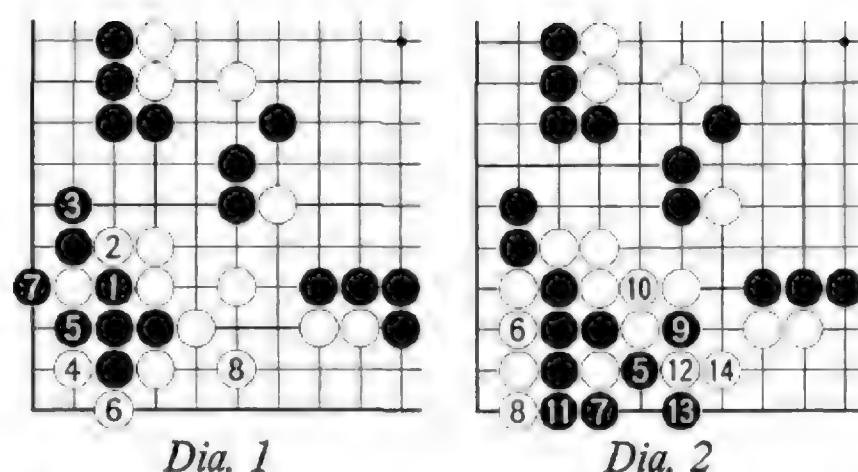
White 42. If at 54, then Black 42; if at 63, Black has the threat of 'a'. White 42 leaves Black with the option of playing 53, but that can't be helped.

Black 43 is solid. Black could also defend at 'b', as White does not seem to have a very severe attack on the centre group.

White 46. White plays for a kind of furikawari: he gives up (more or less) his four centre stones in exchange for building a position on the bottom left and for sente to play 52.

Black 53. Awaji goes for cash in the bank. He could also attack at the bottom with 71 – if White 'c', he harries him with 'd'. In the ensuing fight he might be able to complete the capture of the four white stones on the centre left.

Black 59. Black 'e' would be too passive; White would block him off from the centre with 'f'.



Dia. 1

Dia. 2

Black 61. Taking gote here is painful. Black 53 really should have been at 71. After 62, Black's position at the top is ominously thin.

Black 65 actually makes it easy for White to get sabaki with 70 etc. Black should press closer at 'd' or attack from a distance with 71.

Black 75. Awaji reverts to building thickness (as with 43) rather than taking territory (as with 53). Actually answering 74 directly only gives White the excellent sequence shown in Dia. 1. If Black plays 5 as in Dia. 2, he gets into a terrible ko.

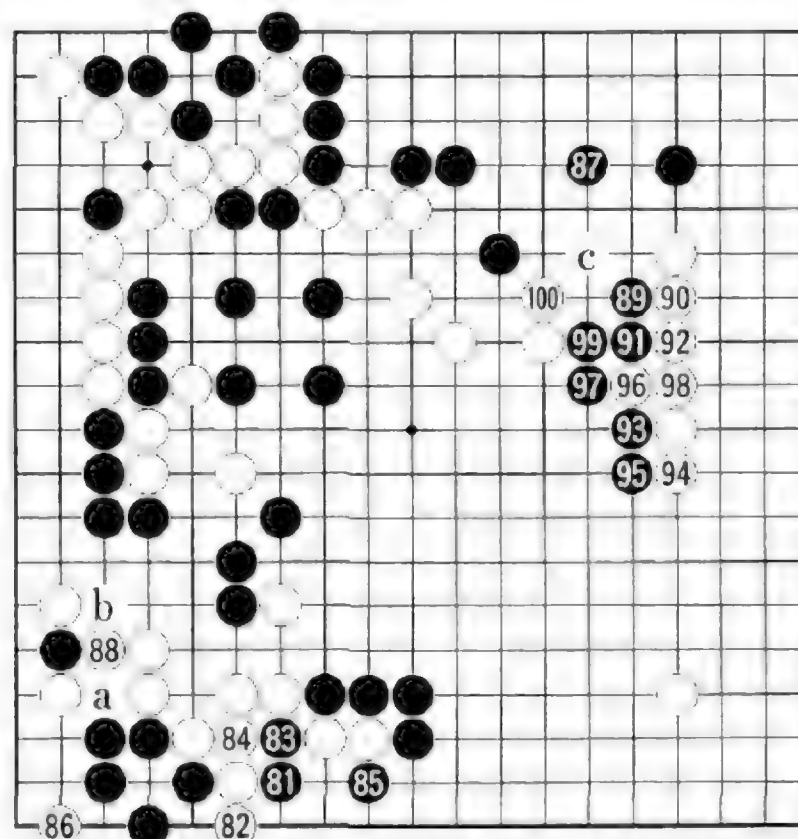
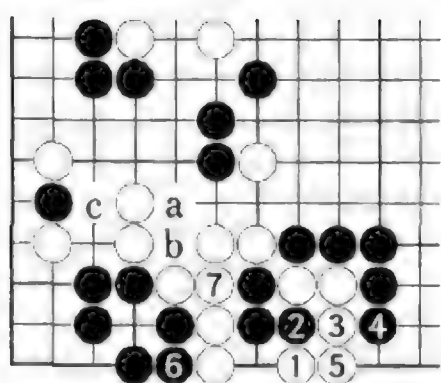


Figure 3 (81 – 100)

Figure 3 (81 – 100). *Subtle strategy*

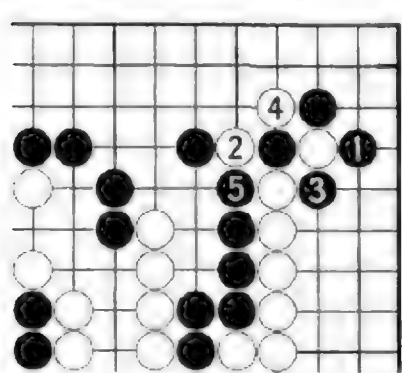
Black 81 initiates an interesting exchange. Up to 88 the arithmetical balance of the trade seems to favour White, but in fact Black retains the lead he took in the fuseki. It seems that his thickness and his sente make up for the extra stones he gives White. Incidentally, White could save his two stones with 84 at 1 in Dia. 3 (next page), but that would let Black force with 4 and 6. Next, Black would threaten to attack the whole group with 'a', White 'b', Black 'c'.



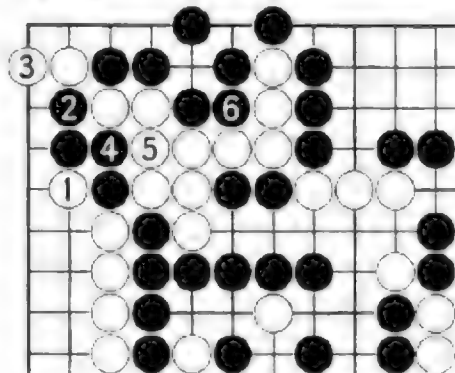
Dia. 3

White 88. Is this really the biggest move? Many professionals disagreed. It forestalls Black 88, White 'a', Black 'b', after which (much later) White would have to add stones to complete the capture of the corner (sedomori), but at this stage there seem to be plenty of bigger moves. However, there is a subtle meaning behind 88. White stakes the game on this move, for it invites Black to attack on the top right. The ordinary move would be White 'c', but Kataoka must have judged that that gave him a bad game. His aim seems to be to solidify his corner first with 88, then to take aim at Black's bad aji in the centre.

Awaji accepts the invitation to attack with 89, but possibly Kataoka welcomes this. He does solidify his side territory up to 98.



Dia. 4



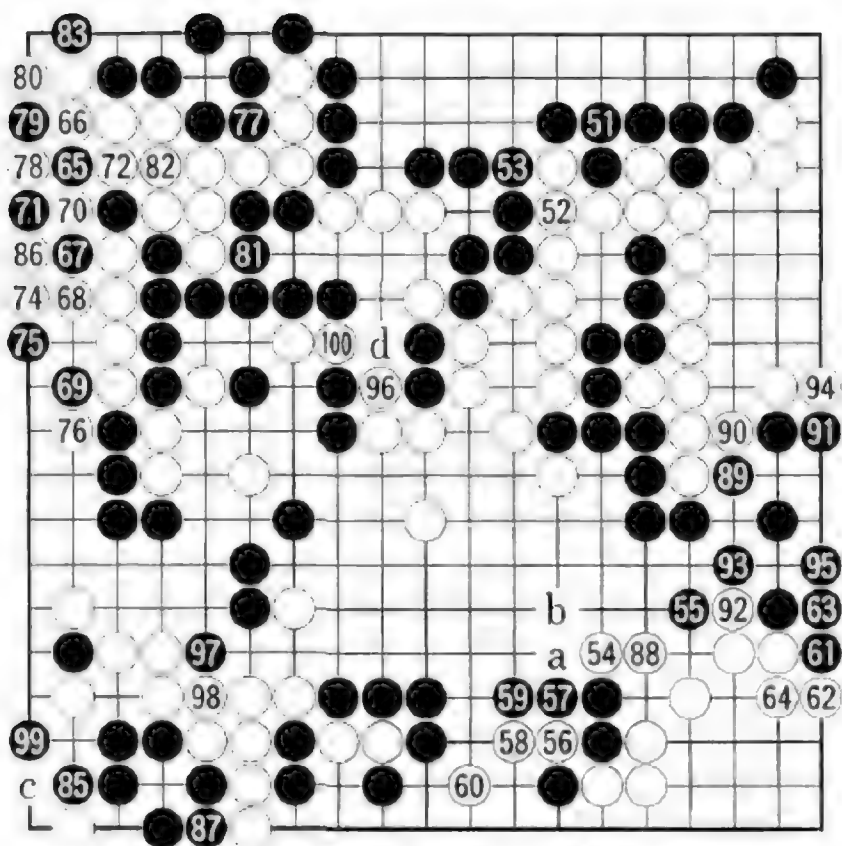


Figure 5 (151 - 200)
73: connects; 84: ko

room started to get their equipment ready, anticipating an early end.

Black 83 starts the ko, but it is an overplay. Since Black has no ko threats, this is the worst time to start the ko. Actually a low-key strategy, leaving the top left as an approach-move ko and reinforcing on the right side at 89, is best. From this point on Black begins to play erratically.

Black 85 and 87 are not impressive, especially as White can still get a ko with 'c'. For the time being, though, this ko is too small. White gains from eliminating the major ko with 86.

Black 99 is a factor in Black's defeat: he could have kept the lead by playing 'd'. White 100 and 2 in the next figure are worth 25 points and are thus worth more to White than capturing the bottom left corner outright, let alone through a ko.

Figure 6 (201 - 250). *Awaji's bad endgame*

White 2. The game is now even.

Black 3. Making an attempt to capture the white group would be futile; if Black 3 at 22, White gets a second eye with White 'a', Black 13, White 'b'.

Black 9. The largest move is Black 12; there is no need to worry about the eye-shape of Black's group. Black 21 and 'c' will be sente, so White would have no choice but to attack at 32, but then Black 33 will also be sente, enabling Black to get a geta with Black 26.

Black 15. The losing move. Black should play at 16 (sente), followed by Black 'd', White 48,

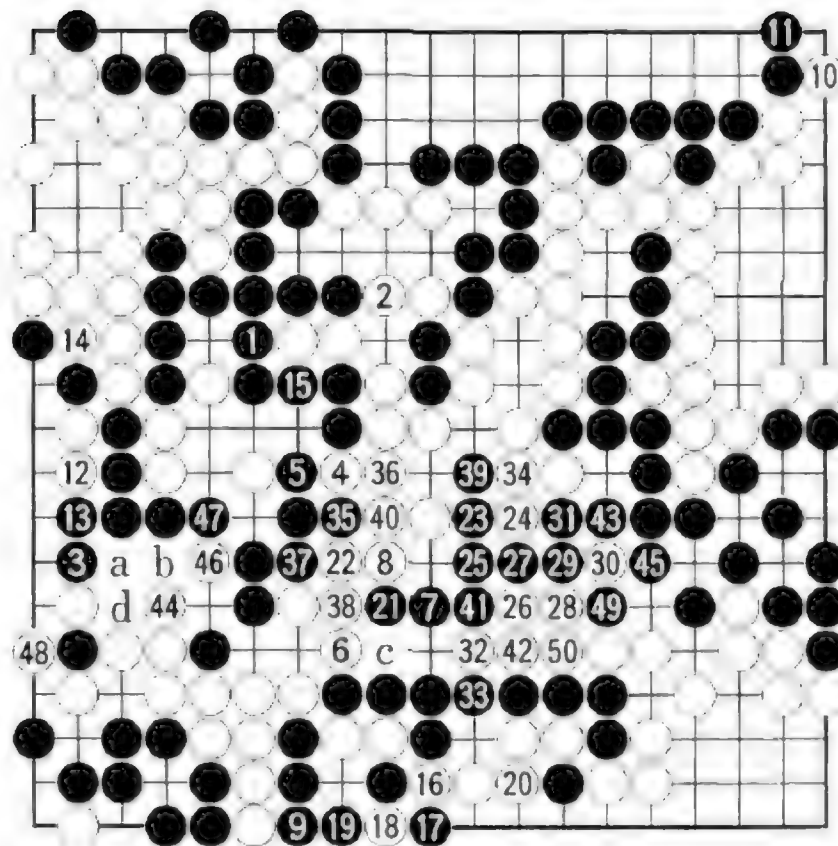


Figure 6 (201 - 250)

Black 44. After 16, Black has to play on a lot of worthless dame points up to 43 to link up.

White 44. The last significant point.

Figure 7 (251 - 279). *A disheartening loss*

The endgame of this game provided quite a contrast: Kataoka played coolly and with precision, Awaji went to pieces. The latter had any number of chances to put the game away but let them all go begging. Kataoka's final comment summed it up: 'I was saved by my opponent.' This must have been a most discouraging start to the series for Awaji.

White wins by ½ point.

(Translated by John Power. Games 2 to 4 will be presented in our next issue.)

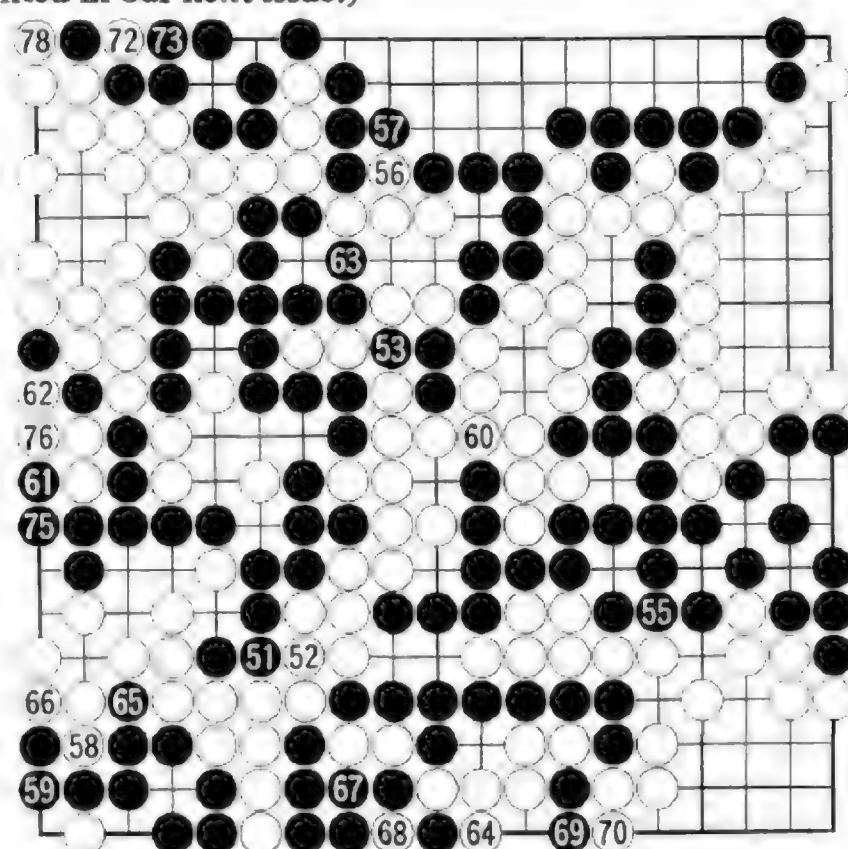


Figure 7 (251 - 279)

54: recaptures; 71, 74, 77: ko; 79: connects.
Black wins and connects the ko at 72.

Yoda Wins 8th Shinjin-O Title

The most promising teenage player in Japan today is undoubtedly Yoda Norimoto, now 18, who won the Shinjin-O title last year. Yoda is not as much of a prodigy as Cho was, but his record so far bears comparison with that of players like Ishida, Takemiya and Kato when they first started attracting attention as teenagers. So far, Yoda is the only member of his age-group who shows signs of developing into a threat to the top title-holders. Last year he won his first title, the Shinjin-O (king of the new stars); we will take a chance and predict that that is only the first step in what will prove to be an illustrious career. To give the reader a glimpse of his potential, here is the second game from the title match.

Game Two

White: Yoda Norimoto 5-dan

Black: Miyazawa Goro 7-dan

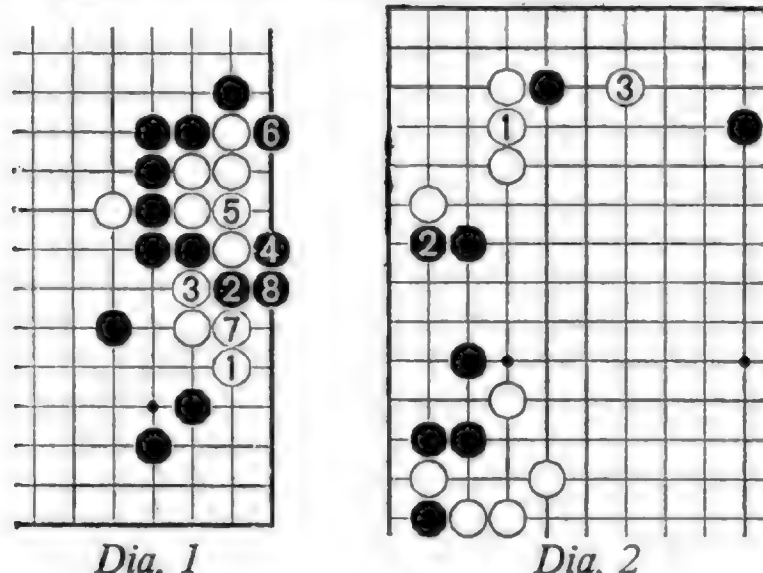
Played on 10 August 1983 at the Nihon Ki-in.

These two players provide quite a contrast. Miyazawa (born 1949) has a strong, forceful style and likes to mix it up; Yoda has a solid, steady style, but he can also handle himself in the infighting. Apparently, the weakest part of his game is the yose, so he likes to win in the middle game.

Figure 1 (1 – 50)

When Miyazawa played 31, a close friend of his, Kaneshima 7-dan, who was following the game in the anteroom, exclaimed: 'My god! Goro's gone mad!' Yoda of course ignored Black's ko threat to make a ponnuki at 34. Black's profit from playing 35 was hardly equal to the '30 points' of the ponnuki. With 31, Black should just have connected at 34; White would then have defended at 'a'.

The game now seemed to be all over, but Miya-



Yoda Norimoto

Born 11 February 1966. Disciple of Ando 6-dan. Became an insei in 1976, made shodan in 1980, reached 5-dan in 1983. Reached the Shinjin-O final 1982 but lost 0–2 to Kataoka. His win-loss record, given below, has been outstanding.

1981: 42 wins, 7 losses, 1 jigo

1982: 41 wins, 11 losses

1983: 40 wins, 8 losses

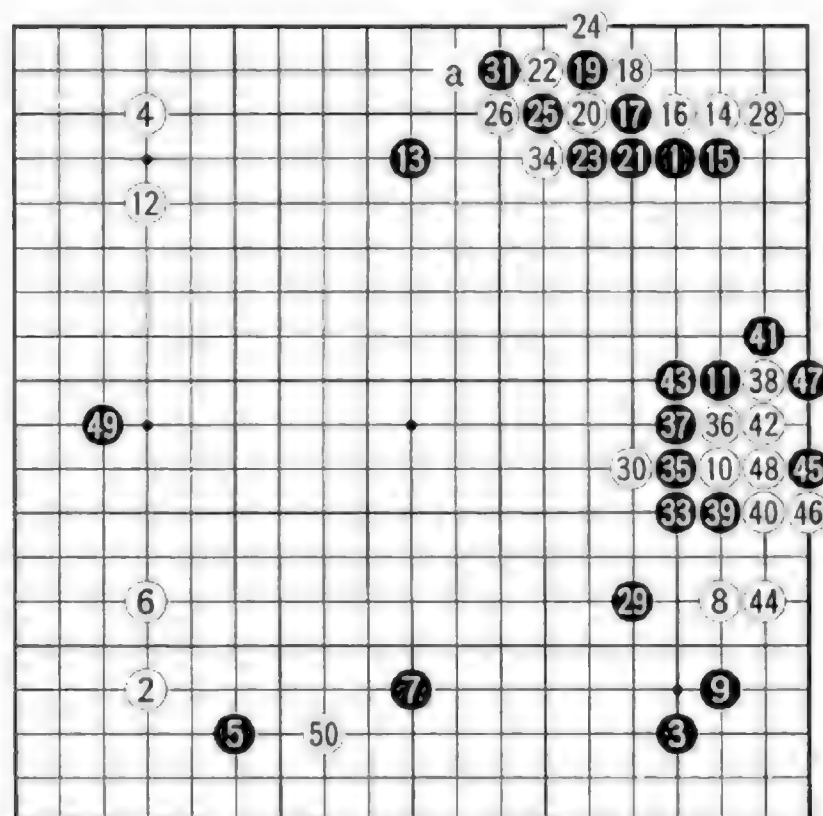


Figure 1 (1 – 50) 27, 32: ko

zawa fought back fiercely in the middle game and somehow managed to make it close.

White 44. If at 1 in Dia. 1, Black kills him with 2 to 6.

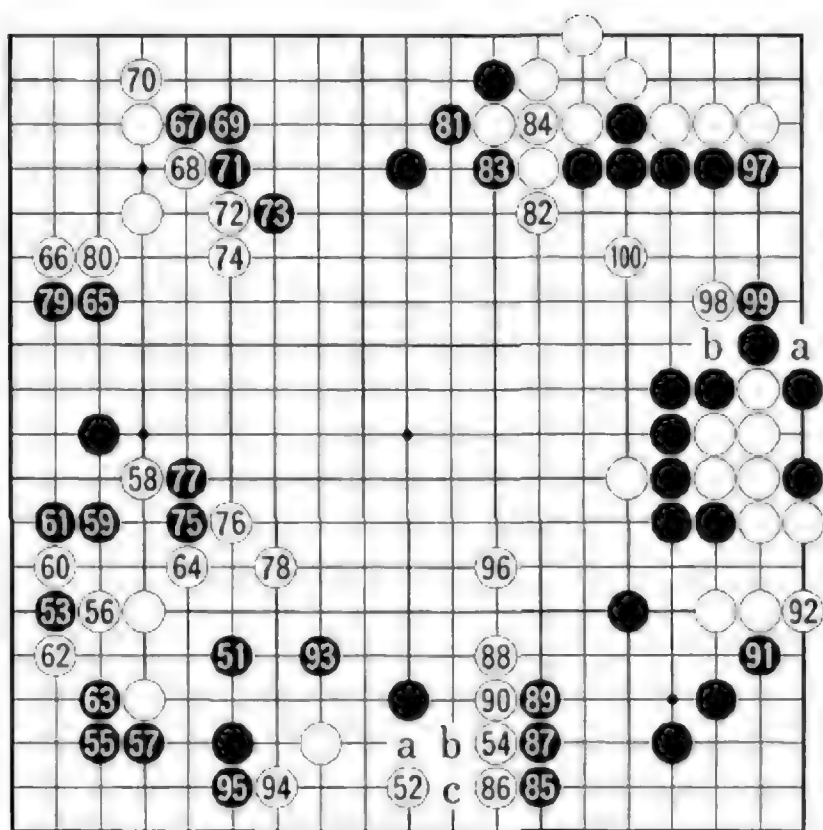


Figure 2 (51 - 100)

Figure 2 (51 - 100)

White 52. White's shape sags in the middle. It would probably be better to get sabaki by attaching at 'a' (if Black 'b', White 'c').

The game became quite close after Black took profit both in the bottom left corner and at the top in the sequence to 83. Yoda commented that he should have followed Dia. 2.

Black 99 was the losing move. Since Black 'a' is sente, Black should connect at 'b'. Because of 99, White 100 is sente and also White 'a' in Figure 3 (not actually played, but followed by Black 'b', White 'c') is also sente. This mistake finally put

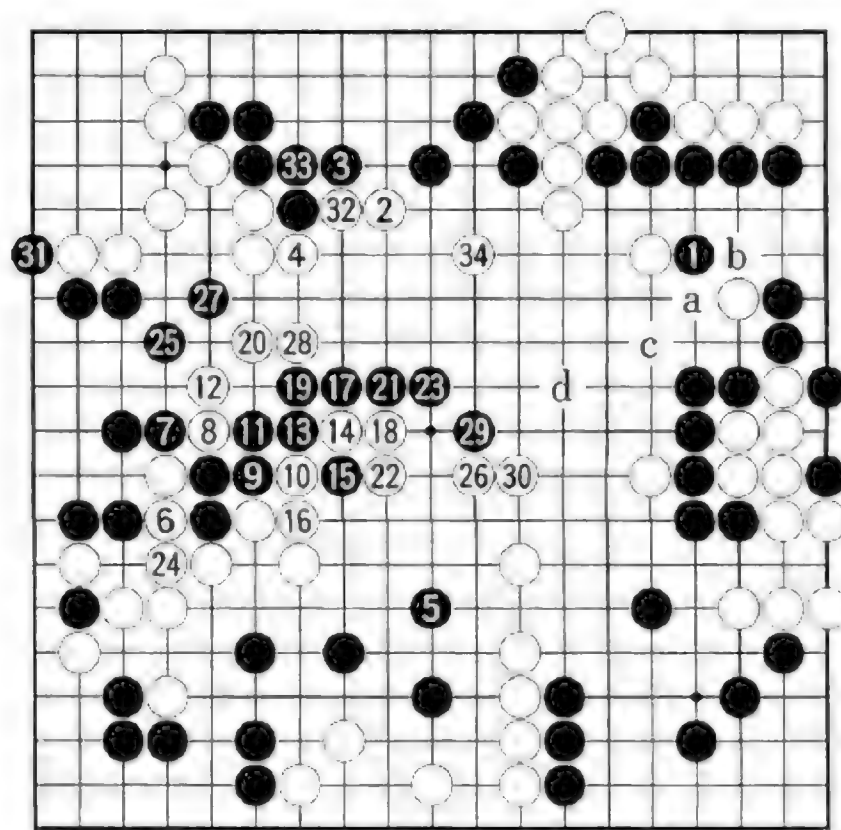
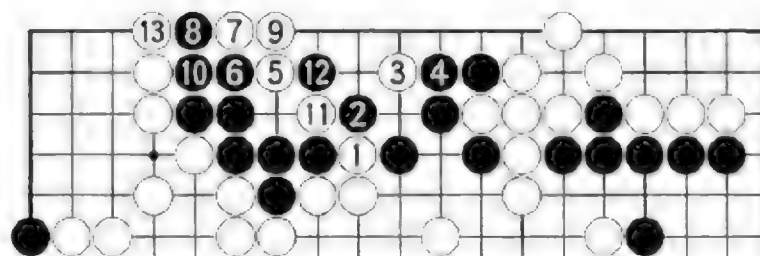


Figure 3 (101 - 134)



Dia. 3

Black out of the running.

Figure 3 (101 - 134)

Black 31 was preparation for resigning. White 34 threatened to kill either the top or the centre group. If Black 'd' in the centre, White has Dia. 3.

Black resigns after White 134.

(Igo Club, November 1983)



Kajiware telling the players a thing or two after the end of the game.

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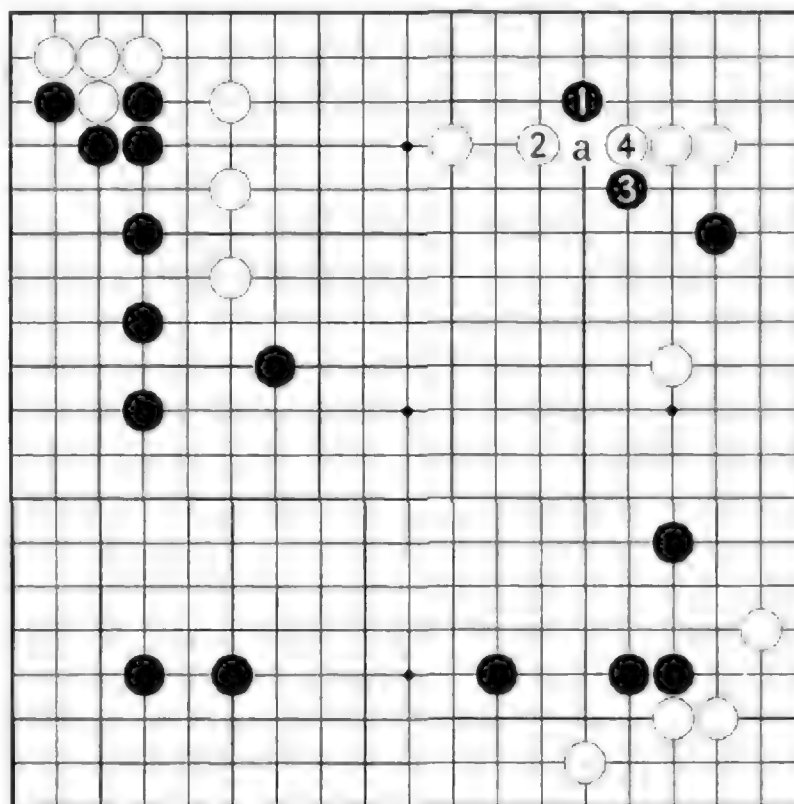
Middle Game Strategy: An Advanced Problem

Sugiuchi Kazuko 8-dan

Black has just played at 1, then when White answered with the shoulder-hit at 2, continued with the forcing move at 3. These moves are preparation for a bold, large-scale middle-game strategy. Needless to say, the aji of Black 'a' is involved in the answer, but just how does Black plan to use it?

This is actually a professional-level problem. Black is the latest go prodigy to appear in China, the sixteen year old Li Yun, who won the 1983 Chinese Women's Championship. Her opponent was Jui Nai-wei, who took 2nd place. Jui, then 18, toured Japan in 1982, scoring 7-0.

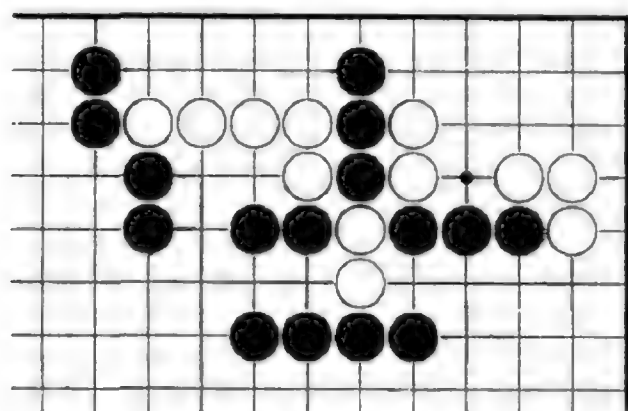
Answer on page 46.



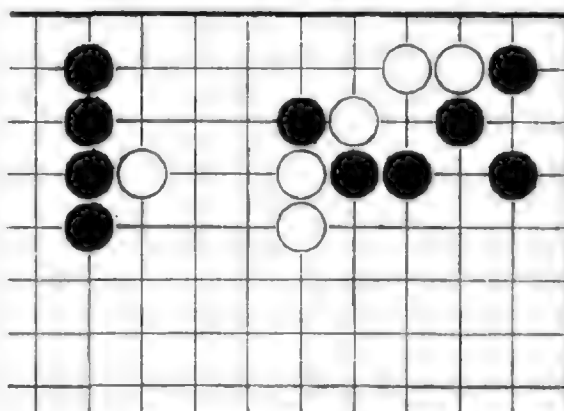
Basic Fighting Techniques

Miyazawa Goro 7-dan

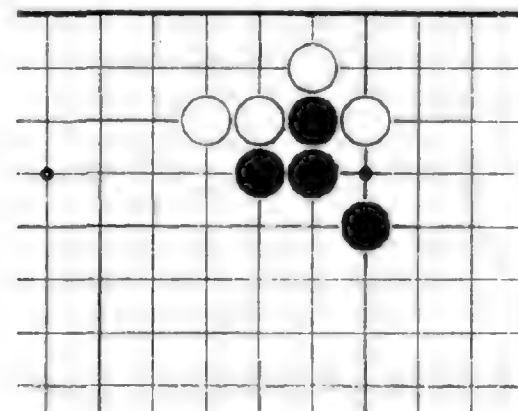
The three problems below all involve the same elementary tesuji. Anyone of mid-kyu strength should be able to solve them, while dan-level players should get them on sight. If you have any trouble, then this article may be what you need to bring your technique up to scratch.



1. White to play (5-kyu)



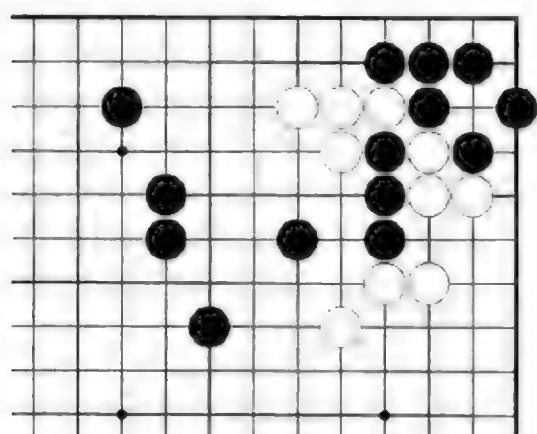
2. White to play (4-kyu)



3. Black to play (3-kyu)

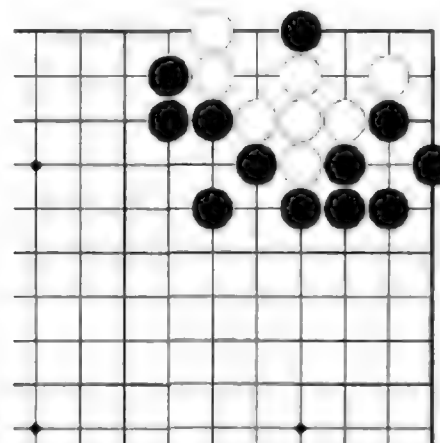
Answers on page 47.

Tesuji Problems



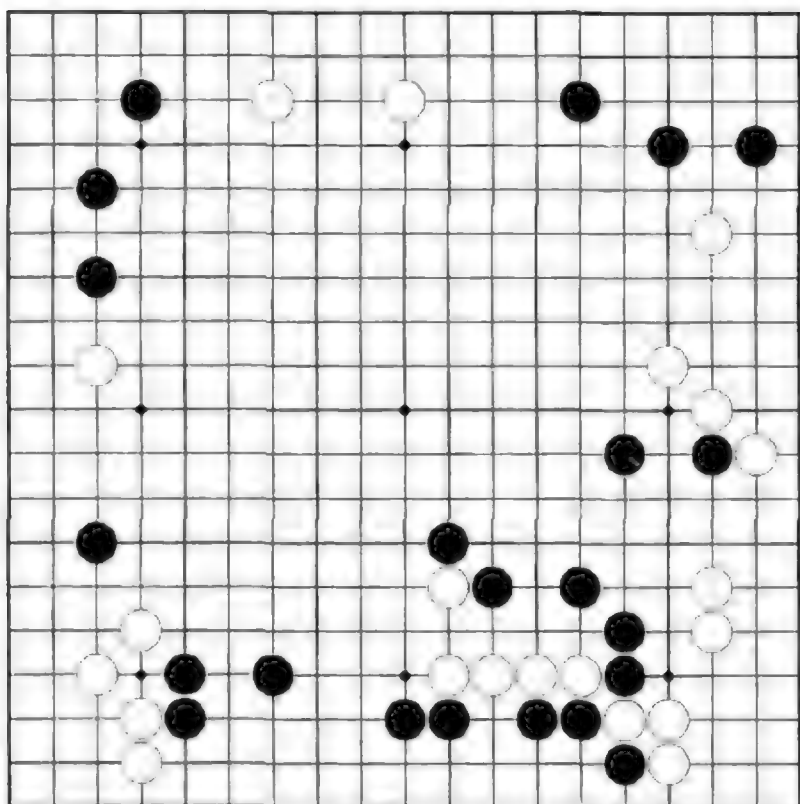
1. White to play (middle kyu)

1. White has to find a way to rescue his four cut-off stones. (Problem by Shimohira Akio 6-dan)



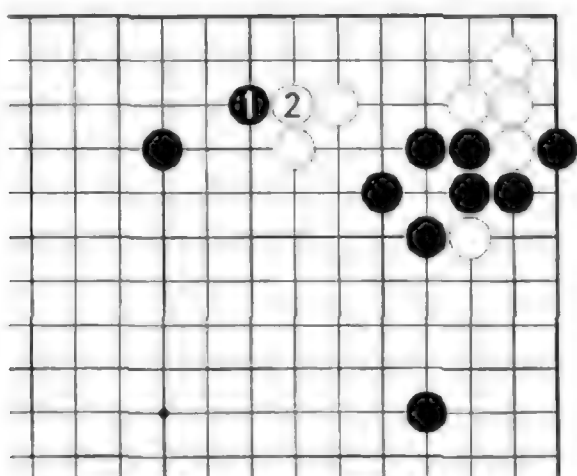
2. Black to play (advanced kyu)

2. Black can kill the white group. (Sakaguchi Ryuzo 9-dan)



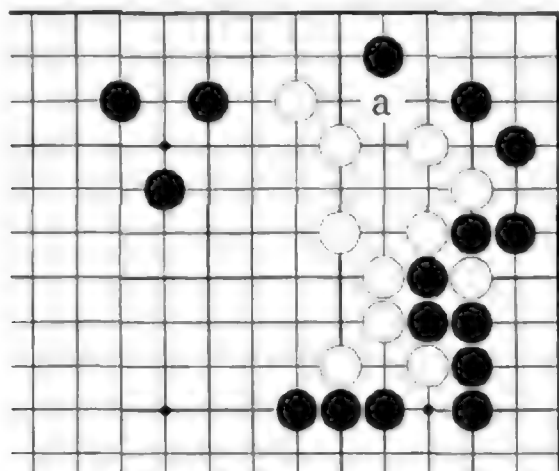
3. White to play (dan level)

3. White wants to find the best way to get sabaki for his eyeless group at the centre bottom. There is a standard technique which is applicable here. (Shimohira Akio 6-dan)



4. Black to play (middle kyu)

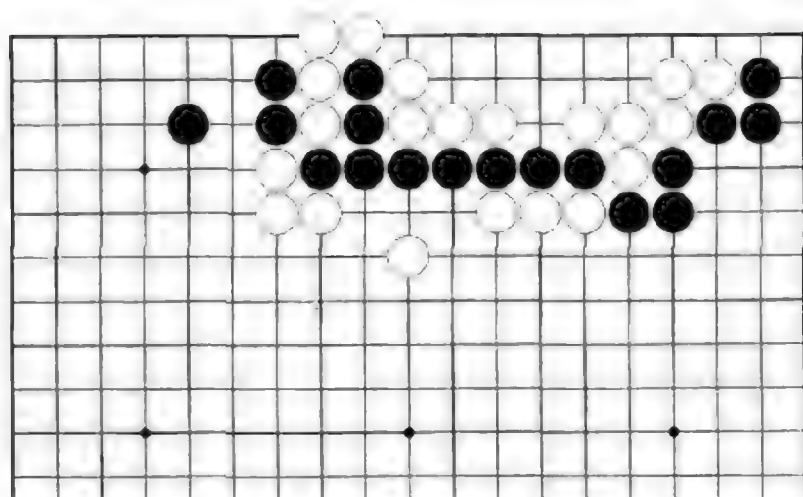
4. White 2 is dubious: it gives Black a chance to try something in the corner. (Tanimiya Teiji 7-dan)



5. White to play (advanced kyu)

5. If White tenukies, Black 'a' is very severe. How should White fix up his shape here? (Ezura Yuichi 6-dan)

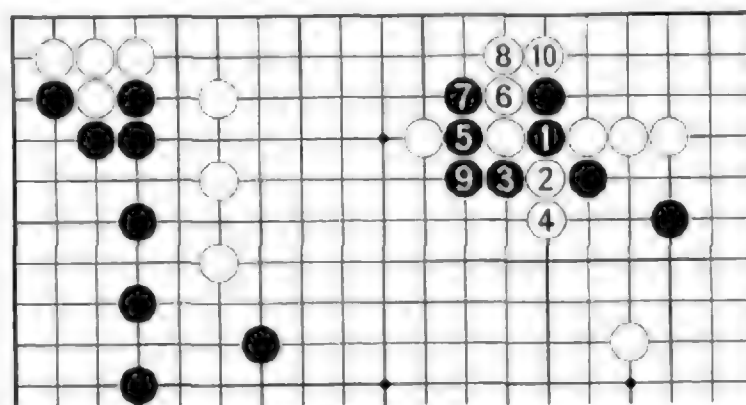
6. Black's 'captured' group still has four liberties, so that may give him enough time to



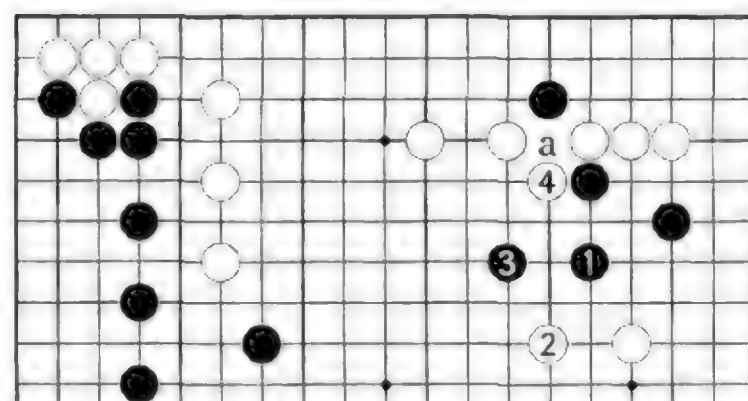
6. Black to play (middle kyu)
pull off something. (Toriki Hiroshi 5-dan)
Answers on page 49.

Middle Game Strategy: An Advanced Problem Answer

Dia. 1. The first move that occurs to one is pushing through at 1, then cutting at 3. However, although Black can continue with 5 and 7, she gains nothing in this result. Trying to live by crawling at 6 with 3 is too small in scale. Even if Black lived, the result would not be satisfactory.



Dia. 1

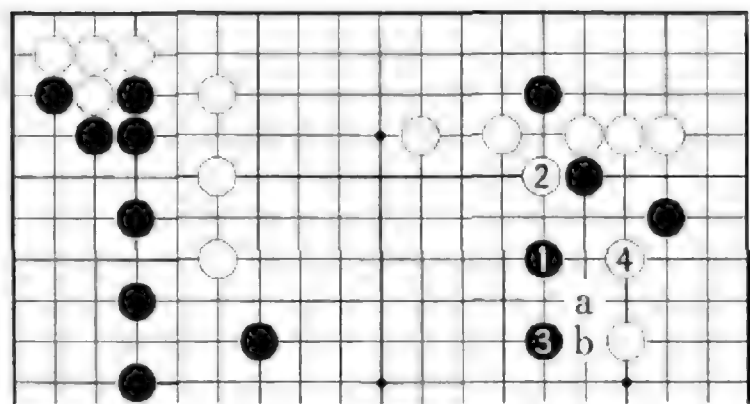


Dia. 2

Dia. 2. Jumping to 1, aiming next at 'a', is a little better style. After 3, White must defend at 4. However, it's still hard to see that Black has made any tangible gain — the result is still not satisfactory.

Dia. 3. How about throwing in a twist with Black 1? If White 2, Black can cap at 3; however, White 4 is the vital point. Black still hasn't accomplished anything.

If instead of 1, Black makes the shoulder-hit

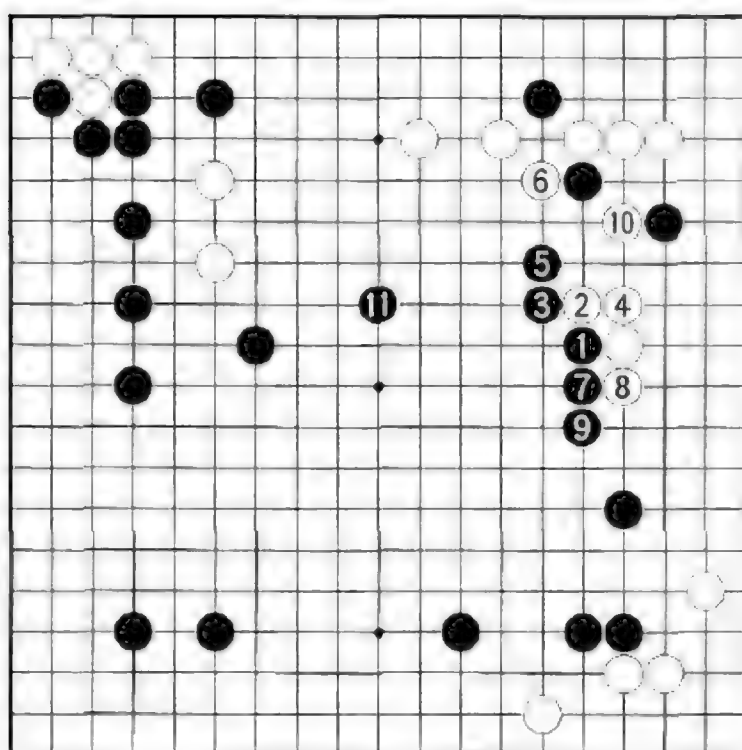


Dia. 3

at 'a', White is content to push up at 'b'.

These three diagrams are all failures for Black, but at least they show that the gap in White's wall gives Black a lot of aji to exploit, though trying to utilize that aji directly does not give a good result.

Dia. 4. Li's actual strategy in the game was to keep all the forcing moves in reserve and to make the contact play at 1. This is a magnificent strategy. Jui resisted with 2, but when Black played 3 and 5, the reinforcement at 6 was essential. Black then continued with 7 and 9, after which White 10 was essential. Black then encloses the centre on the maximum scale possible with 11. At one blow her superb moyo strategy has put her in the lead.



Dia. 4

Judging by her play here, Li might well become a female version of Takemiya. In the original position it would be obvious to anyone that Black wants to enclose the centre, but only a player of exceptional talent would be able to devise the strategy in Dia. 4. The appearance of a player like Li is an ominous sign for Japanese women professionals.

(*'Go Weekly'*, 7 February 1984)

Basic Fighting Techniques

Continued from page 45

Pattern 18: The Nose Contact Play

The nose contact play (*hana-zuke*) is a tesuji in which one plays a contact play on the 'nose' of the opponent's stones. It can be a very effective move in certain positions in which the opponent is suffering from shortage of liberties. However, you have to do a bit of careful analysis before you play it.

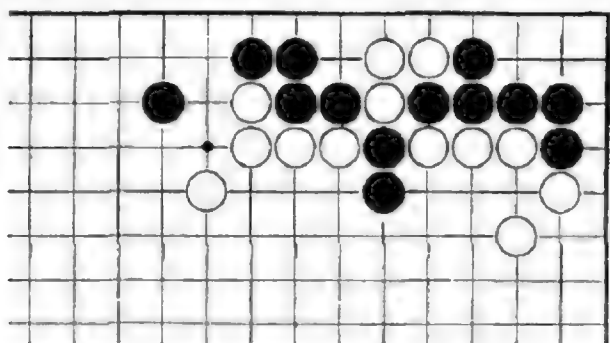
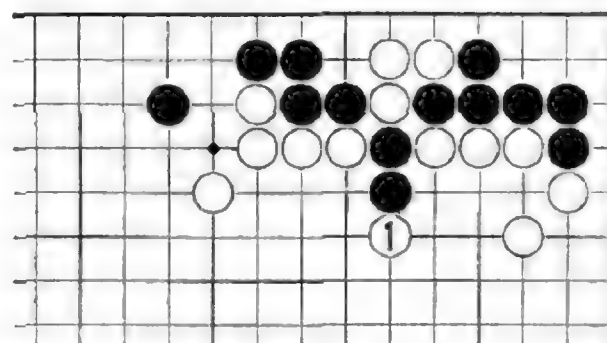


Illustration: White to play

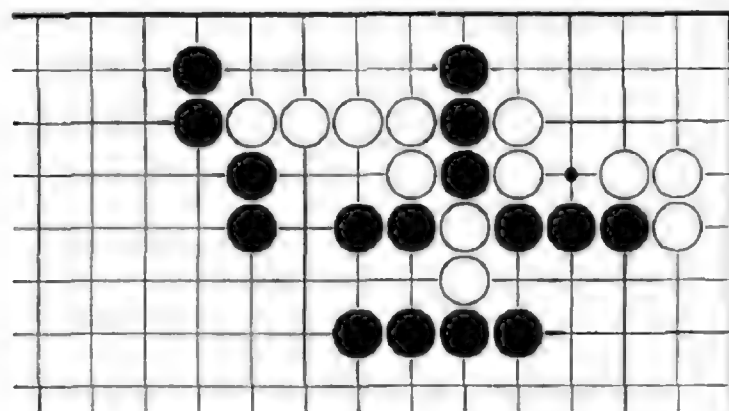
The only way White can save his three stones at the top is by capturing the two black stones.

Dia. 1. The nose contact play of 1 is the answer. After this Black cannot escape whatever he does. Note that in a position like this White has to



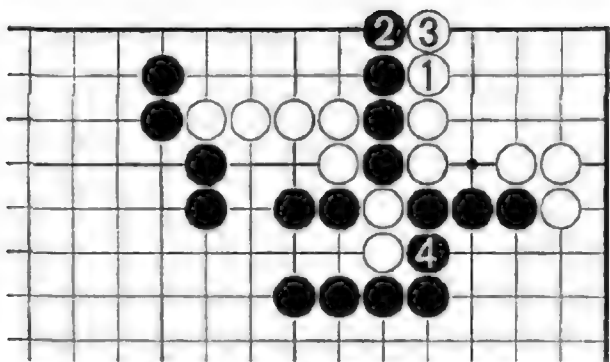
Dia. 1

play a move that takes away one of Black's liberties since he only has three liberties himself at the top.



Problem One: White to play

The two white stones are beyond help, but

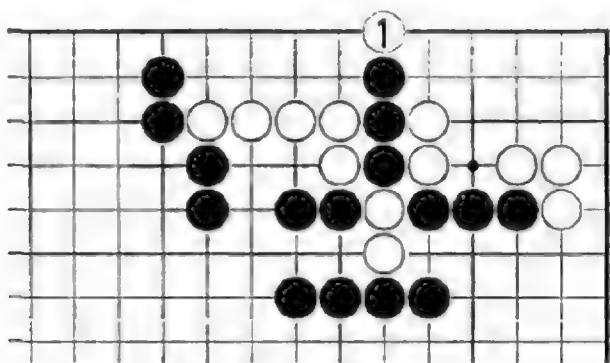


Dia. 1: hopeless

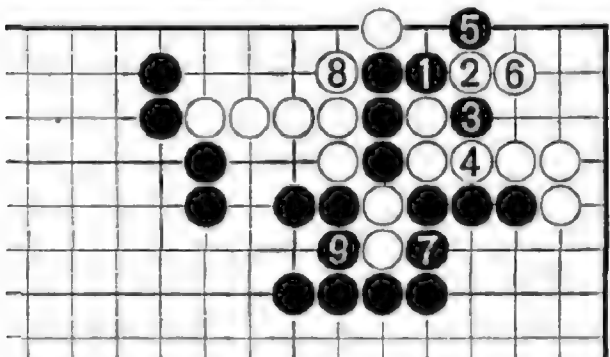
White will be satisfied if he can save the five stones on the top left.

Dia. 1. White 1 and 3 are of course useless, as Black has plenty of time to capture the two stones with 4. The other five white stones have been left in the lurch.

Dia. 2. White 1 looks ridiculous, but, strangely enough, it is the vital point.



Dia. 2: correct

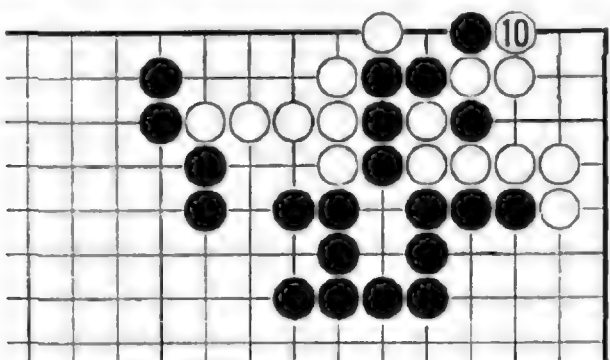


Dia. 3

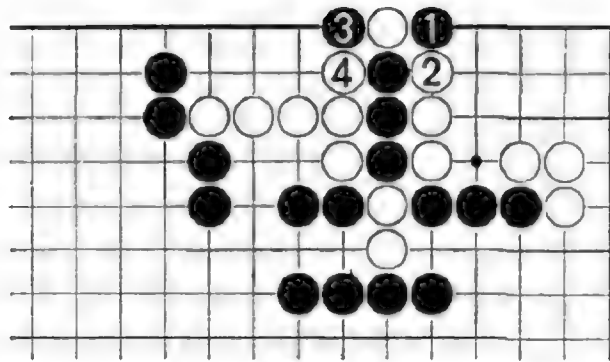
Dia. 3. Black may not realize immediately how good a move the nose contact play was. Black 1, 3 and 5 are the strongest counter; Black then backtracks with 7 and 9, but —

Dia. 4. Black is in for a nasty surprise when White gives atari at 10: he cannot connect, which means in turn that White has linked up his cut-off stones.

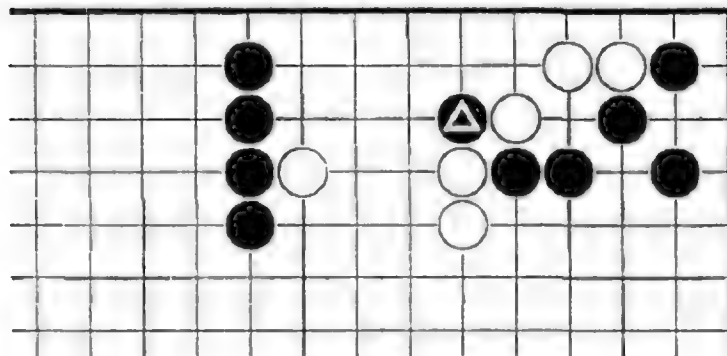
Dia. 5. Giving atari at 1 is a mistake: White not only links up but also captures some stones in the process.



Dia. 4



Dia. 5

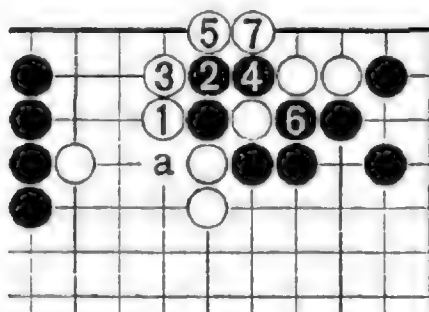


Problem Two: White to play

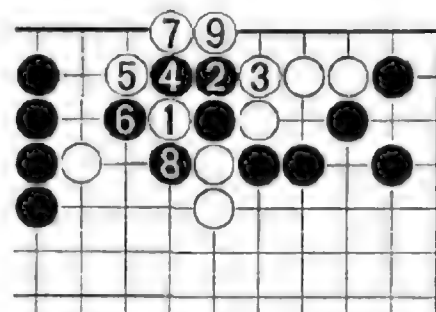
White has to find some way of dealing with the marked black cutting stone. The key is for White to make use of all his stones.

Dia. 1. Connecting underneath with 1 to 7 is hardly worth the trouble. White's two stones on the right can be captured and he has to worry about the cutting point at 'a': White has accomplished nothing.

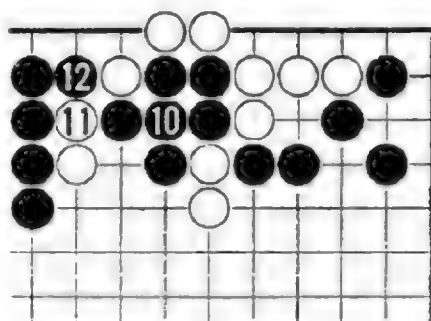
Dia. 2. White 3 here is even worse. White 5 looks like a tesuji, but after 9 —



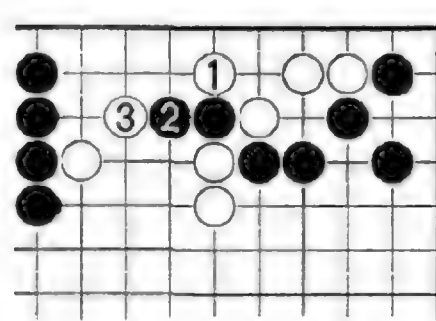
Dia. 1: bad



Dia. 2: worse



Dia. 3

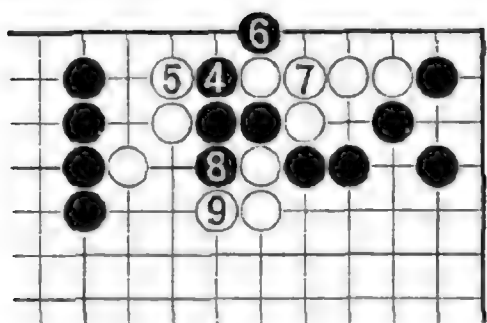


Dia. 4: the tesuji

Dia. 3. White has no answer to Black 10. If White 11, Black just cuts.

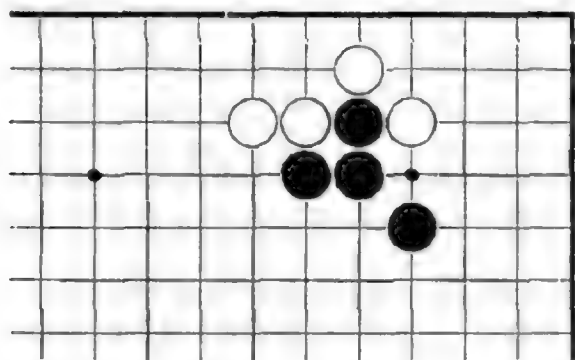
Dia. 4. The correct answer starts with giving atari on the second line. After 2, White plays the nose-contact tesuji of 3. This gives Black quite a jolt.

Dia. 5. Trying to escape with 4 etc. does not work. White blocks the way out with 9, taking advantage of Black's shortage of liberties. White's



Dia. 9: success

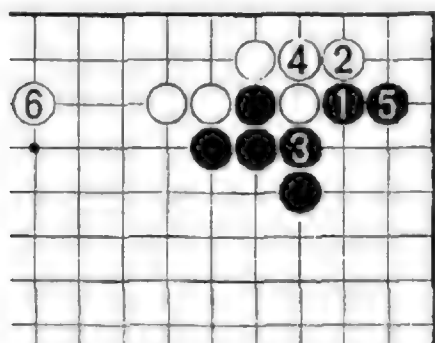
play has made effective use of his stone two spaces to the left of 8.



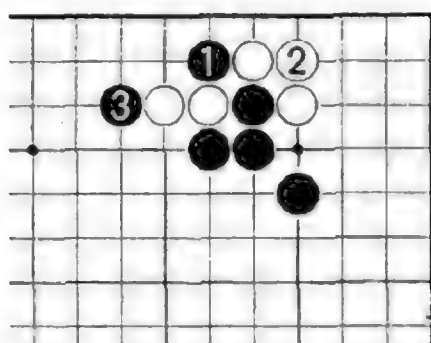
Problem Three: Black to play

White has a lot of cutting points in his position, but Black has to know how to take advantage of them. The tesuji in question is worth memorizing, as it is part of an important joseki variation.

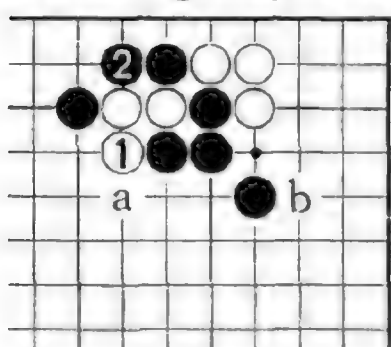
Dia. 1. The clamp (hasamitsuke) at 1 throws away all the aji of the position. White is more than satisfied with the result to 6 – so far from being in trouble, he has got a comfortable position.



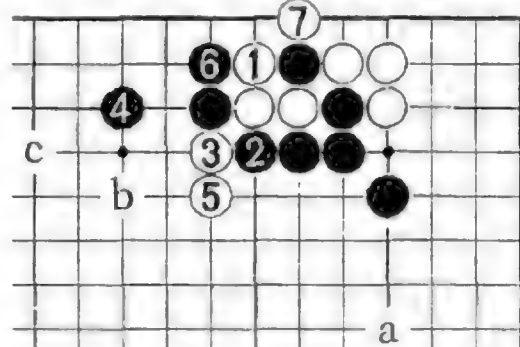
Dia. 1: good for White



Dia. 2: the tesuji



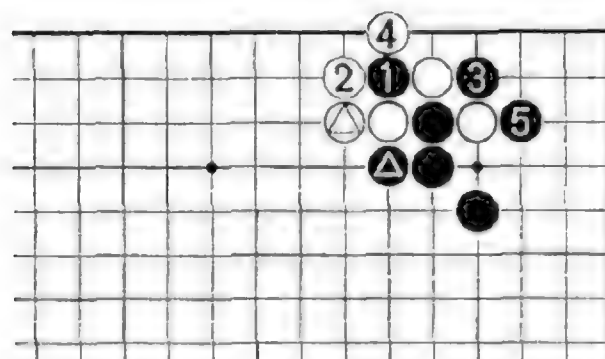
Dia. 3



Dia. 4

Dia. 2. The key point is to make the cut at 1 before bopping White on the nose at 3. This combination ruins White's shape.

Dia. 3. If White comes out at 1, Black 2 separates White into two. If next White 'a', there are various continuations, but Black should have no



Dia. 5

trouble in the fight; Black 'b' and the diagonal move above 'b' are both sente against the corner.

Dia. 4. If White captures with 1, Black 2 seals him off from the centre. If White cuts at 3, the moves to 7 follow, with Black 'a', White 'b', Black 'c' probably coming next. Black can handle this fight.

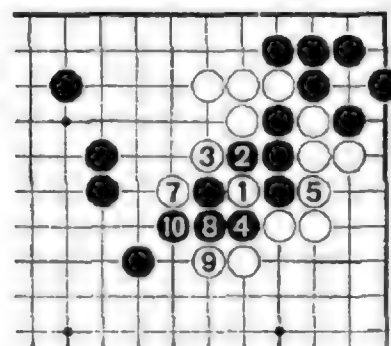
Dia. 5. If White captures the initial cutting stone with 2, Black gets a large corner with 3 and 5. This result is the same as the 5–4 point joseki, except that Black has gained by making the exchange of the marked stones. That makes the result favourable for Black.

(*'Gekkan Go'*, June 1979. Translated by John Power.)

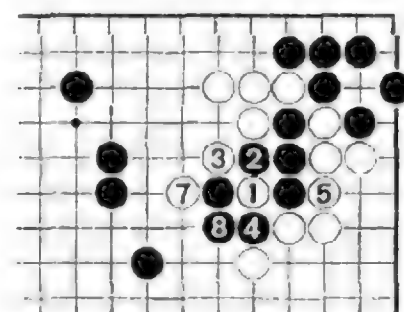
Tesuji Problems Answers

Answer to Problem 1

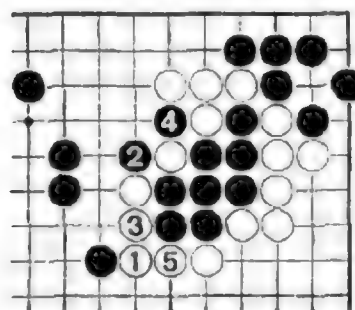
Dia. 1. Black can start a ladder with 3 and 5, but it doesn't lead anywhere. The direct approach does not work.



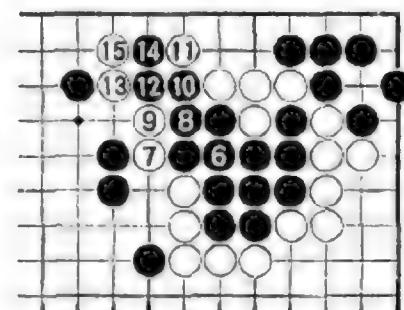
Dia. 1
6: connects



Dia. 2
6: connects



Dia. 3



Dia. 4

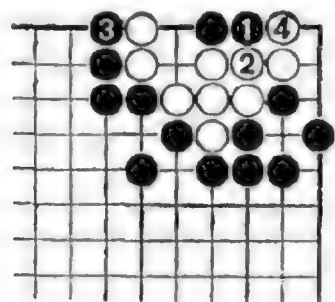
Dia. 2. The moves up to 7 are O.K. Now White has to find something that works better than 9 in Dia. 1.

Dia. 3. The solution is to set up a geta with 1. Of course, this geta does not work as such, for Black can give atari with 2, but then White sets up his second squeeze with 3 and 5. In effect, what he has done is to change the direction of the ladder.

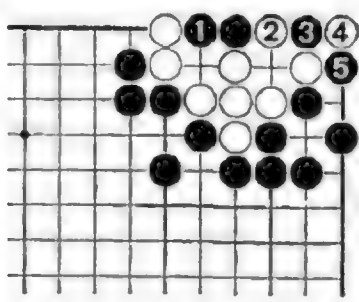
Dia. 4. The rest is easy: White runs Black to his ruin on the side of the board.

Answer to Problem 2

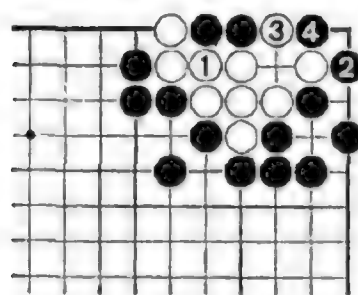
Dia. 1. Black 1 looks like the correct move, but White is able to live with 2 and 4, as he threatens to get a second eye in the corner.



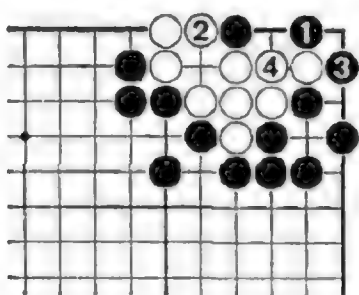
Dia. 1



Dia. 2



Dia. 3



Dia. 4

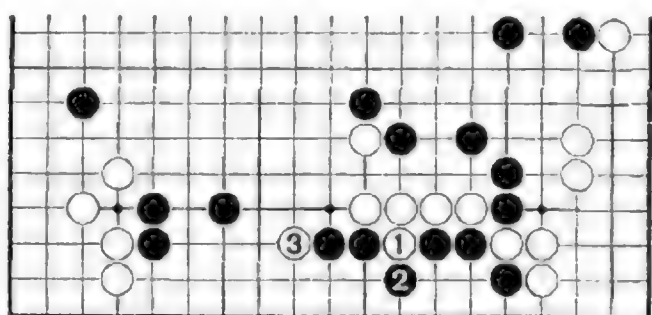
Dia. 2. Black must extend on the other side at 1. If White 2, Black makes the throw-ins at 3 and 5 and gets a two-stage ko. The key move is Black 3: White cannot avoid a ko. Instead of 2 —

Dia. 3. If White 1, Black still gets a two-stage ko with 2 and 4, but this is an inferior ko for White. He should follow Dia. 2.

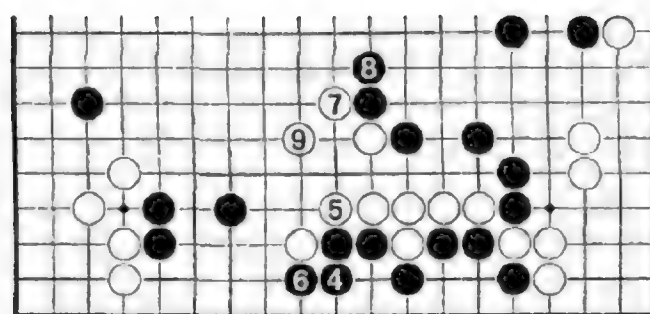
Dia. 4. Black 1 looks deceptively like a tesuji, but actually it lets White live with 2 and 4.

Answer to Problem 3

Dia. 1. The combination of White 1 and 3 (the latter is the 'nose contact play', discussed in 'Basic Fighting Techniques' in this issue) is the way to take maximum advantage of the defects in Black's shape.



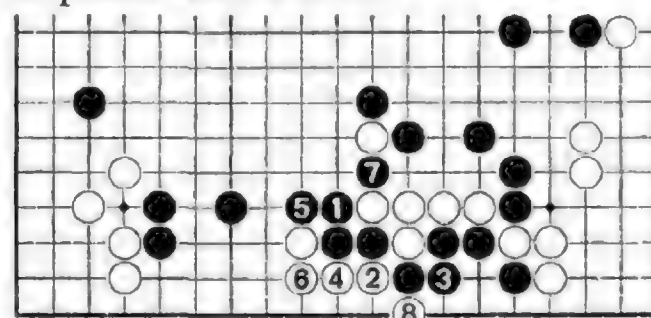
Dia. 1



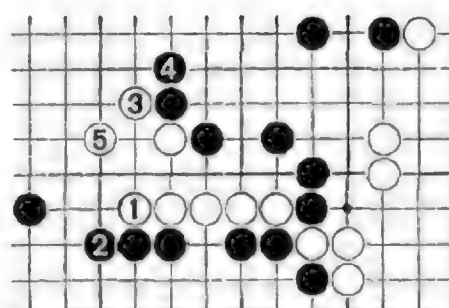
Dia. 2

Dia. 2. Black is forced to give way with 4, so White gets ideal sabaki shape with 5 to 9. He now need have no worries about being attacked. Instead of 4 —

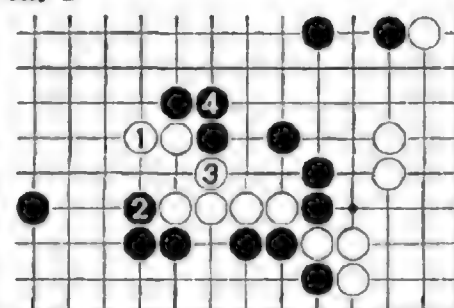
Dia. 3. Black 1 is unreasonable. White takes plenty of profit with 2 to 8.



Dia. 3



Dia. 4



Dia. 5

Dia. 4 (inadequate). Exchanging 1 for 2 is not good enough, as the comparison with the above diagrams makes clear.

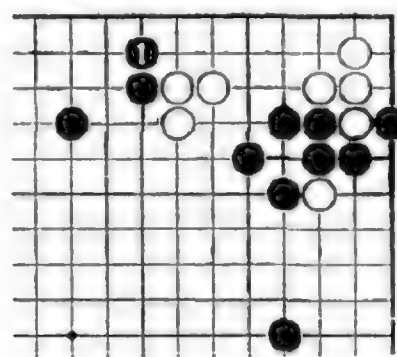
Dia. 5 (failure). Extending at 1 is probably the worst move. Once Black turns at the vital point of 2, White is going to have a tough time getting any kind of eye-shape.

Answer to Problem 4

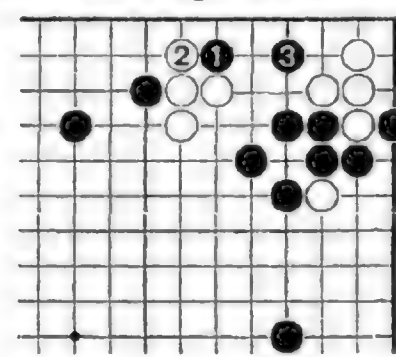
Dia. 1. Black 1 is not much of a threat; White might just ignore it.

Dia. 2. Black 1 here strikes at the weak point of White's shape. If White intercepts, Black 3 is a severe follow-up. White has lost his four stones in the corner.

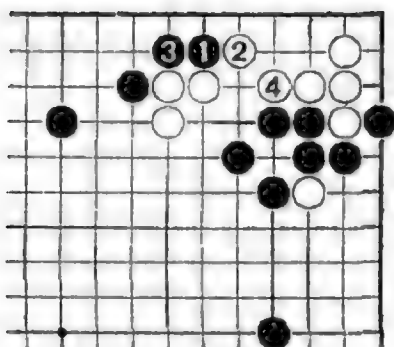
Dia. 3. White therefore has to compromise with



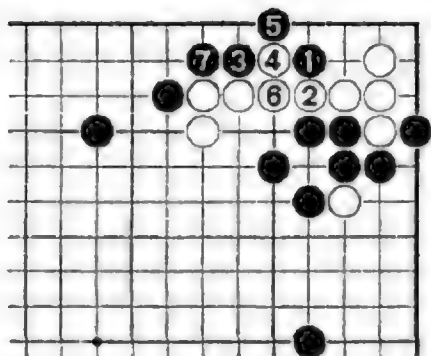
Dia. 1



Dia. 2



Dia. 3

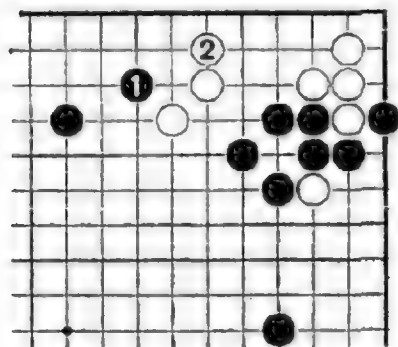


Dia. 4

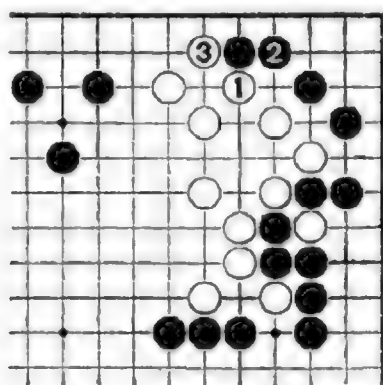
2 and 4. Black has gouged out White's side territory, so he is satisfied.

Dia. 4 (dubious). Starting with Black 1 is a bit of an overplay. Up to 7 Black gets a thin shape and White takes sente.

Dia. 5 (set pattern). Descending at 2 is the standard answer when Black attacks at 1. This leaves Black with no follow-ups.



Dia. 5



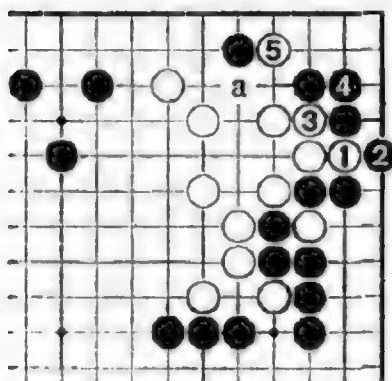
Dia. 1

Answer to Problem 5

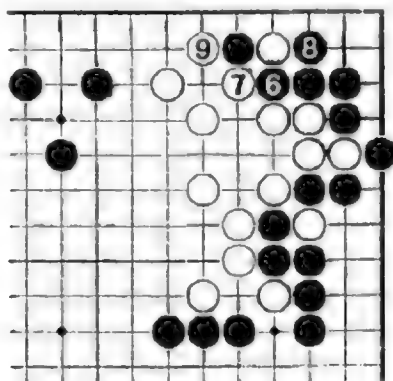
Dia. 1. White 1 does contribute something to White's defence but with minimal efficiency. White can get better sabaki than this.

Dia. 2. Once Black plays 'a' it will be too late, so White must play the 1–5 combination immediately. The key move for settling the group is 5.

Dia. 3. The continuation to 9 is forced. White's shape is a great improvement on Dia. 1.



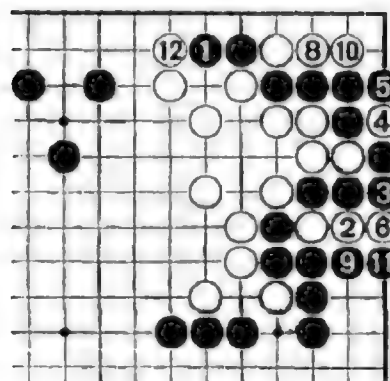
Dia. 2



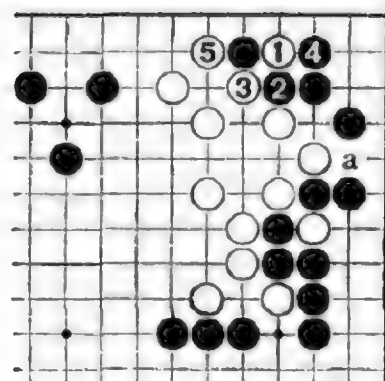
Dia. 3

Dia. 4 (variation). Extending at 1 is unreasonable, as White is happy to demonstrate with 2 etc. Black loses his two stones.

Dia. 5 (reference). Actually White 'a' will be sente at any time, so White could just simply attach at 1. Black has no choice but to answer with 2 and 4. If he plays 4 at 5, Black then plays 'a'.



Dia. 4



Dia. 5

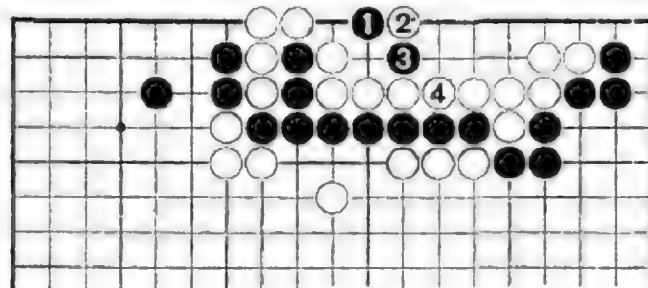
7: connects

Answer to Problem 6

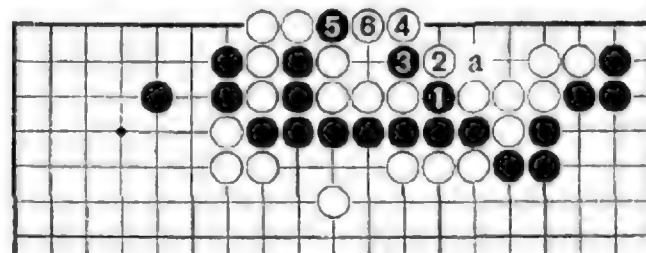
Dia. 1. Black 1 looks like the vital point, but White 2 and 4 show that it isn't.

Dia. 2. Black pushes through and cuts with 1 and 3, then throws in at 5 to reduce White's liberties. Note that Black 3 at 'a' would be a mistake, as White could safely connect at 3.

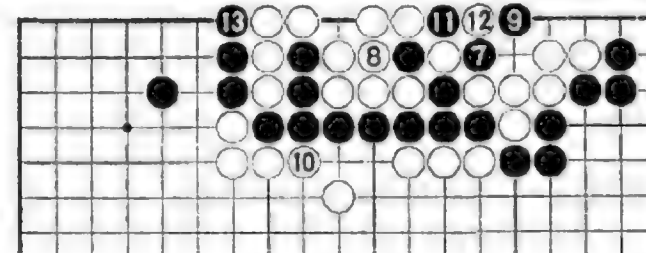
This is only half of the solution. What happens next?



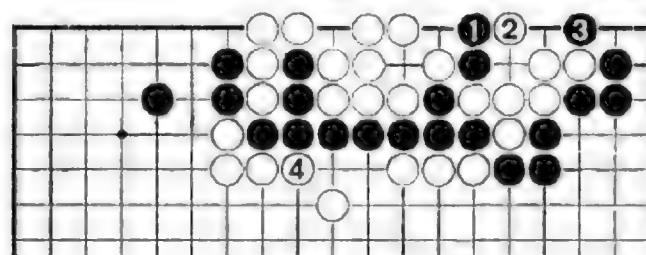
Dia. 1



Dia. 2



Dia. 3



Dia. 4

Dia. 3 (ko). Black gets a ko by playing 7 and 9. White cannot give atari to 7, so his best move is to fill in a liberty with 10. That lets Black start the ko. Note that keeping Black 13 in reserve was correct: if played earlier, Black would have lost a ko threat.

Dia. 4 (wrong). Black 1 does not work. ('Igo Club', 1983)

Finesse or Brute Force?

Most amateur players can remember the days when their games were just one fierce struggle from beginning to end, with no time out for fuseki subtleties or stylistic niceties. Professional players are supposed to be different: they rely on finesse instead of brute force to achieve their ends. But is that really true? The two games below, in which fighting starts in one corner, then moves out to envelop the whole board, provide some counterevidence.

Shiraishi v. Hashimoto Shoji

White: Hashimoto Shoji 9-dan

Black: Shiraishi Yutaka 9-dan

Judan 3rd Elim. Round, played on 4 May 1983.

Commentary by Sonoda Yuichi 9-dan

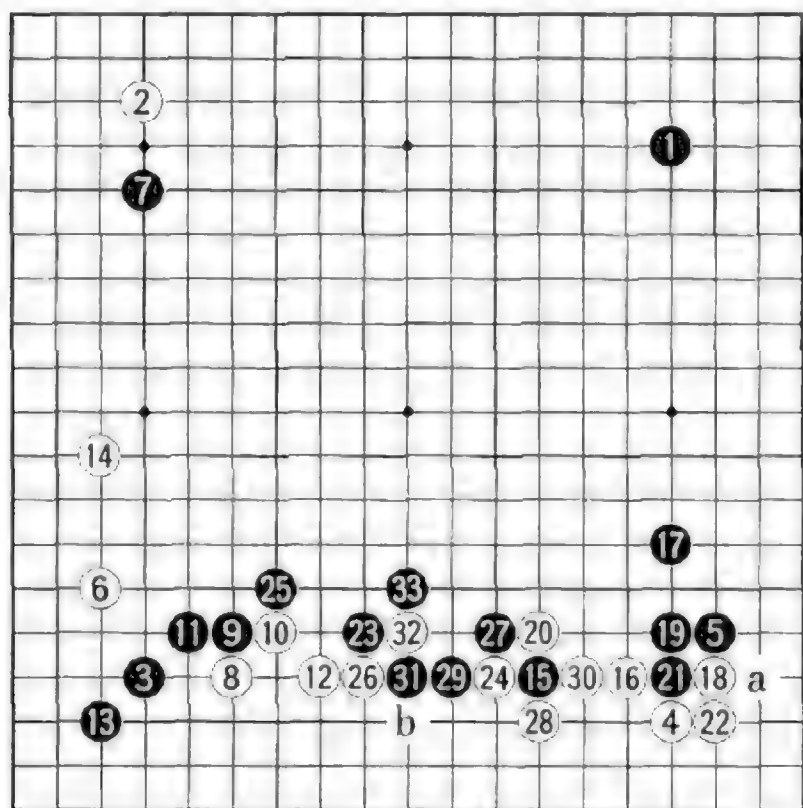


Figure 2 (1 - 33)

Figure 1 (1 - 33). This game features quite an unusual fuseki. The game begins to go off the beaten path when White attaches on top at 20 and Black switches to 23 to prevent White from dictating the flow of the game. For 20 the conventional move is 'a', but then Black 'b' would be a superb extension.

Figure 2 (34 - 76). Now the serious complications begin. White's group fails to break through into the centre, but Black is not quite able to kill him. If Black plays 59 at 1 in Dia. 1, White seems to lose his eye-shape, but White 'a' is sente, threat-

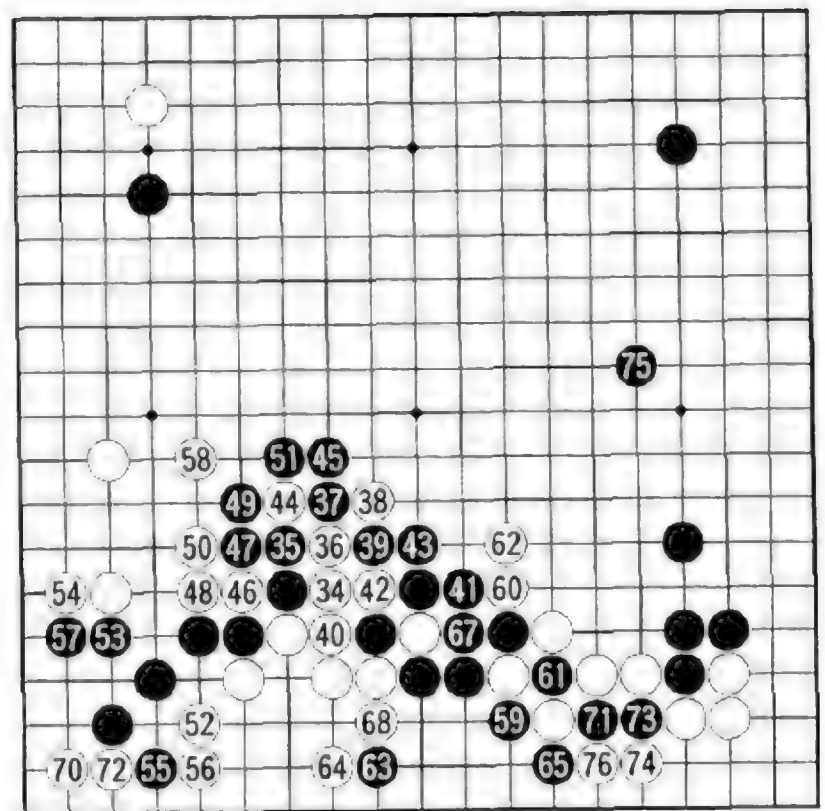
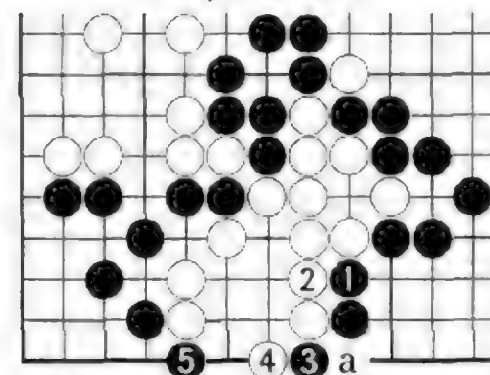


Figure 2 (34 - 76)

66, 69: ko



Dia. 1

ening to link up to the right. That is the reason Black starts a ko with 59. Black loses his corner group up to 72, but the result is 50-50.

Figure 3 (77 - 110). White 78 seems to be a desperate invasion, but White lives with dazzling ease. The commentator, Sonoda, was unable to improve on Black's play, so perhaps that means that there was no way of stopping White. In the end, he even rescues the stones he gave up in the ko fight.

Figure 4 (111 - 146). Black 39. If at 40, White could start a ko with White 39, Black 'a', White 'b', Black 'c', White 'd', Black 'e', White 'f'. Black 'g' does not make an eye, as White plays 46, followed by White 'h'. Black would not be able to win the ko fight.

The fight started in the fuseki finally comes to an end when White secures life for his group with 42. Note that 46 is not necessary for life, but it is a large endgame move. It shows that White is

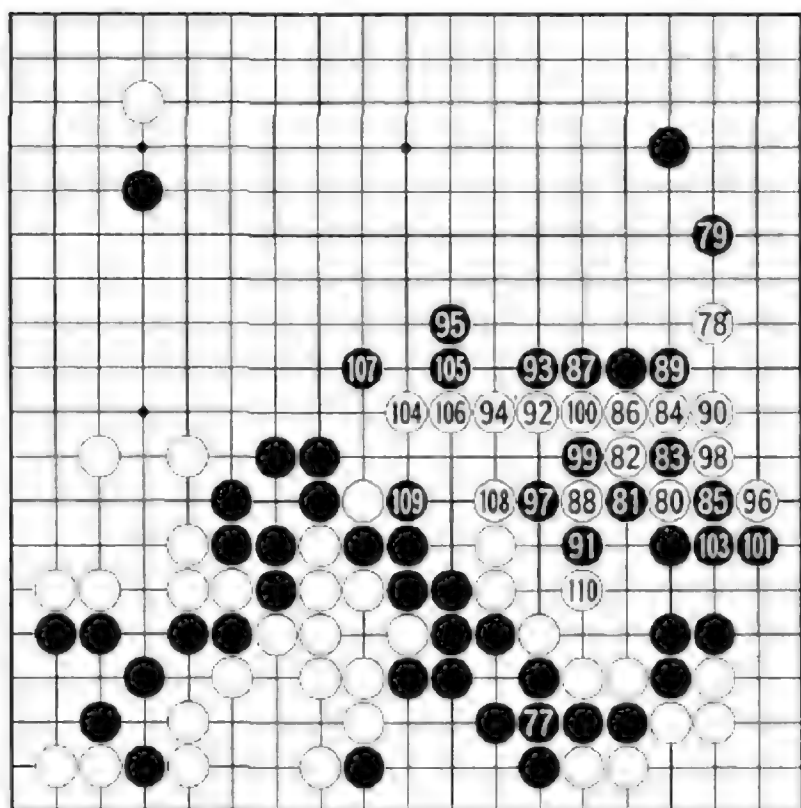


Figure 3 (77 – 110)
102: ko (at 80)

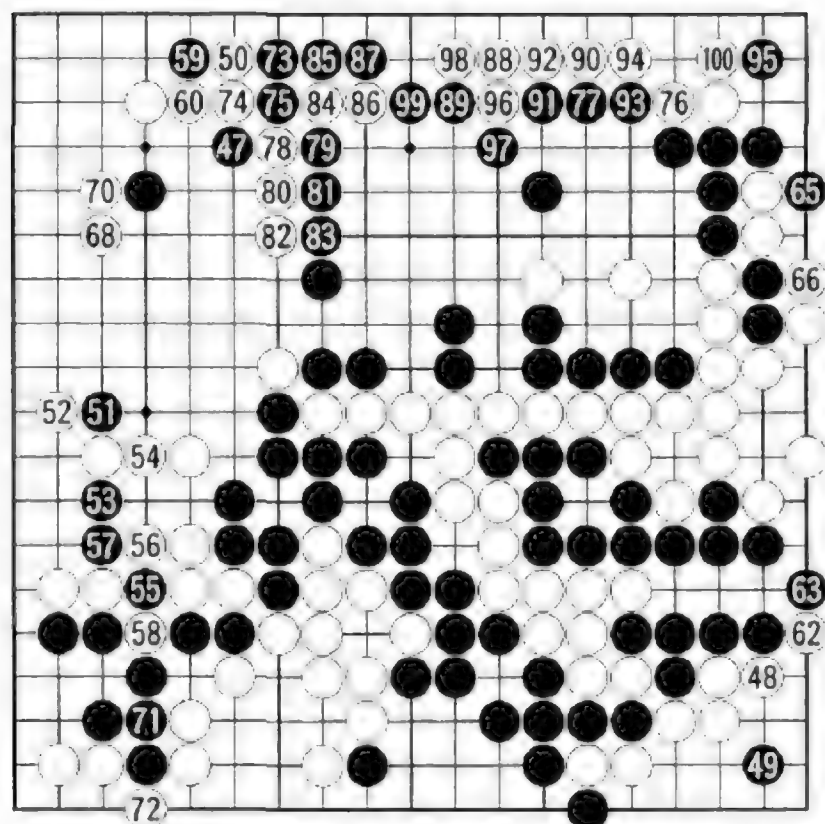


Figure 5 (147 – 200)
Ko: 61, 64, 67; 69: connects

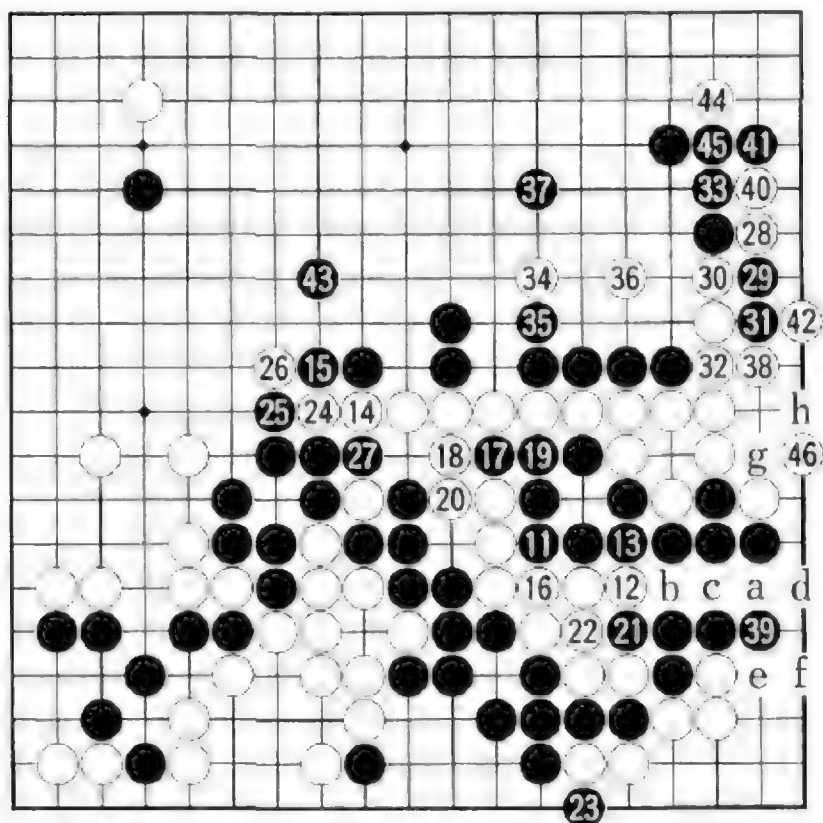


Figure 4 (111 – 146)

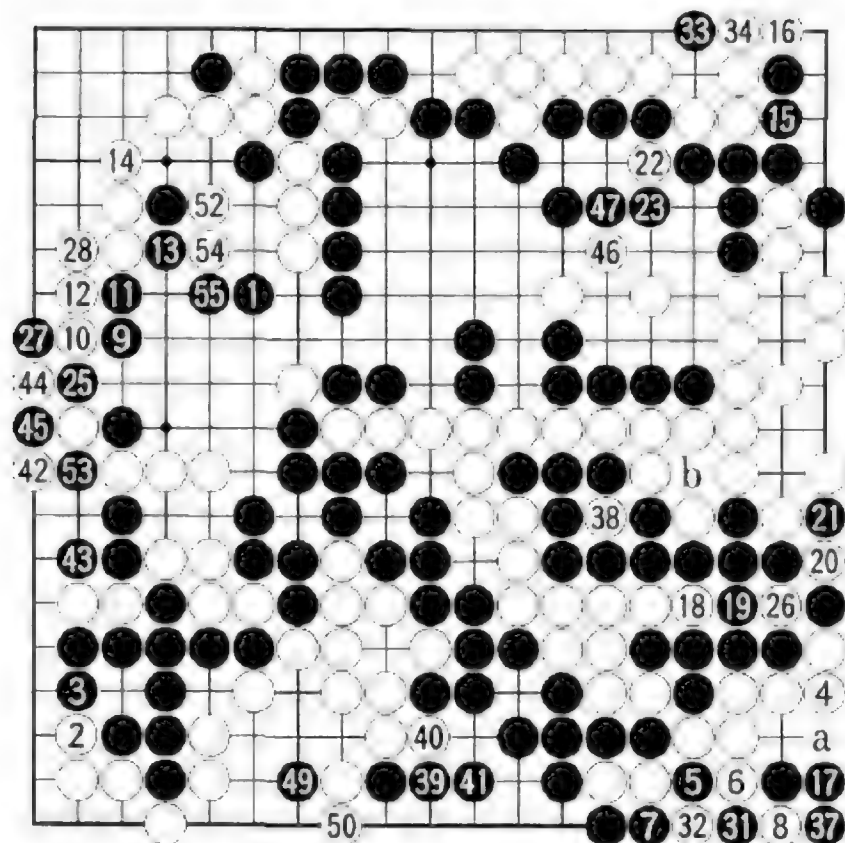


Figure 6 (201 – 255)

confident of victory.

Figure 5 (147 – 200). Having gone into the lead, White relaxed, but when Black hit him with the 51–53 combination, setting up the ko after 57, the game was up for grabs again.

Black 73 was an overplay: he should just have defended the top right corner with Black 77. White's cut at 84 leads to the superb placement at 88, which makes miai of saving the white stones on either side. Living up to 100 decided the game, but there was some more action.

Figure 6 (201 – 255). Black 5 is a mistake: if

24, 29: ko; 30: connects at 21; 35: ko (at 31); 36: ko (at 26); 48: ko (at 44); 51: ko (at 45) Black plays Black 6, White 5, Black 'a', then answers White 18 with Black 26, he is safe – after White 19, Black 32, White 20, Black captures at 'b' and there is a double ko.

Due to Black's mistake, another large trade followed, but Black came out on the debit side. Though he took the white group on the left side as compensation for the ko, he had to endure yet another ko before he could secure the capture.

Moves 256 to 290 omitted. White wins by $8\frac{1}{2}$ points.

Hashimoto Shoji v. Hane

As we have just seen, Hashimoto Shoji likes to fight. Go may be ultimately a territorial game, but for him it is what happens along the way that makes it interesting. In the game below, he is joined by Hane Yasumasa, who also seems to play go for the thrill of the fight and the excitement of making a kill.

White: Hashimoto Shoji 9-dan

Black: Hane Yasumasa 9-dan

30th NHK Cup. Telecast on 11 November 1983.

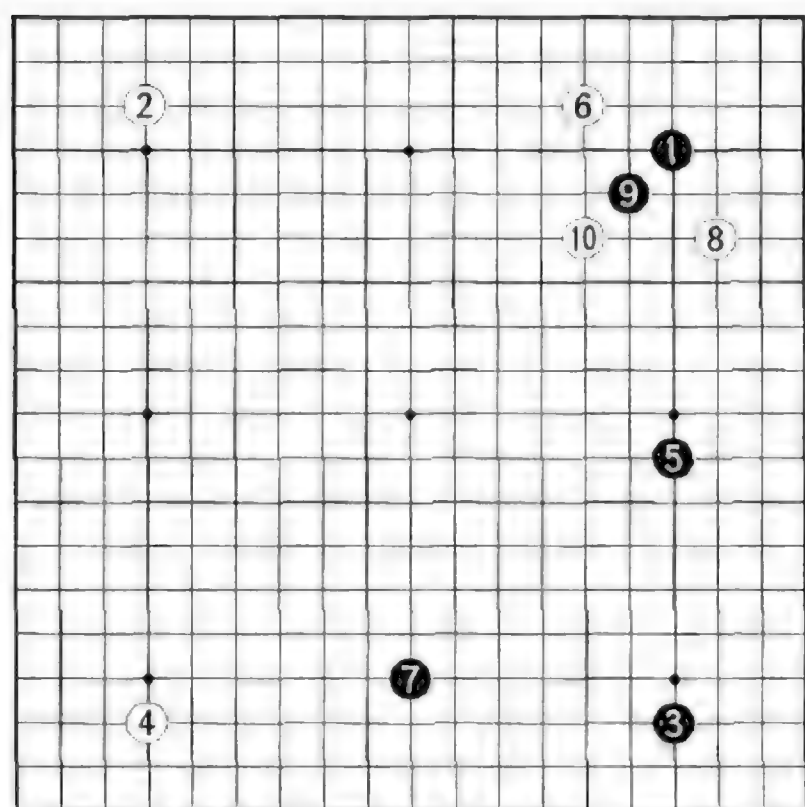


Figure 1 (1 – 10)

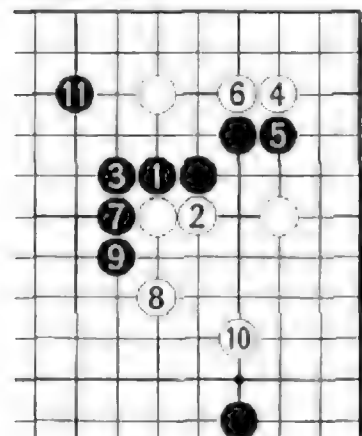
Figure 1 (1 – 10)

White 10 is a kind of trick move occasionally used by White in handicap games. Played in an even game, it is a challenge that can't go unanswered. It starts a fight that lasts for 100 moves.

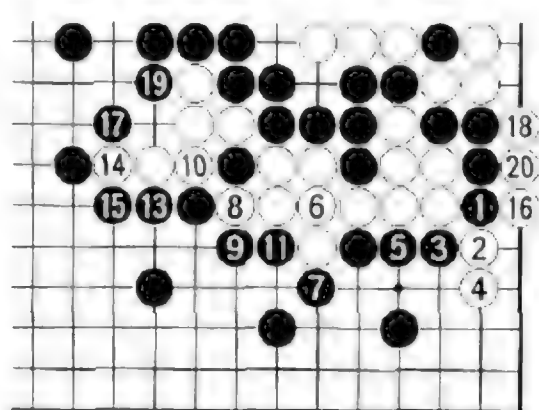
Figure 2 (11 – 52)

Black 11. The other main possibility is Black 1 etc. in Dia. 1.

White 18. White has to keep the pressure up. If he just extends at 26, Black kills the corner with 'a'.



Dia. 1



Dia. 2 12: connects

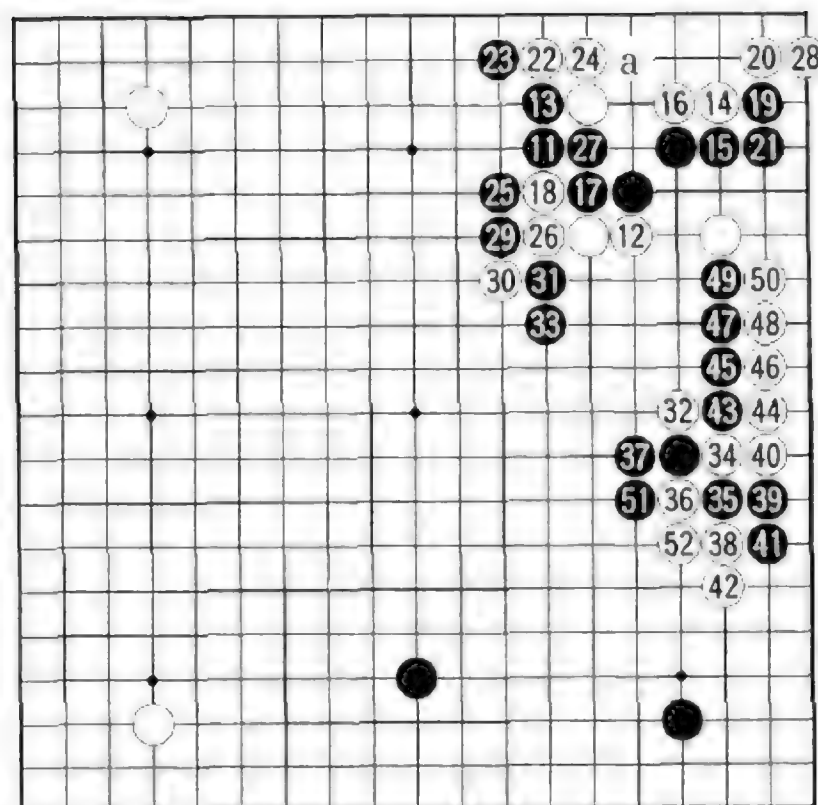


Figure 2 (11 – 52)

Black 31. Black's had enough of being pushed around: now it's his turn.

White 32 threatens a ladder with White 33.

White 36. White 43 would let Black get good shape with Black 36.

Figure 3 (53 – 83)

Black 53 captures the white group, but White is satisfied with the result to 64. Black is left with a lot of bad aji.

Black 67. Very bad, perhaps the losing move. Black should just jump to 75. White 70 is severe.

Black 77. If simply at 81, White plays 84, forcing Black 85 (see Figure 4), then captures Black with White 79.

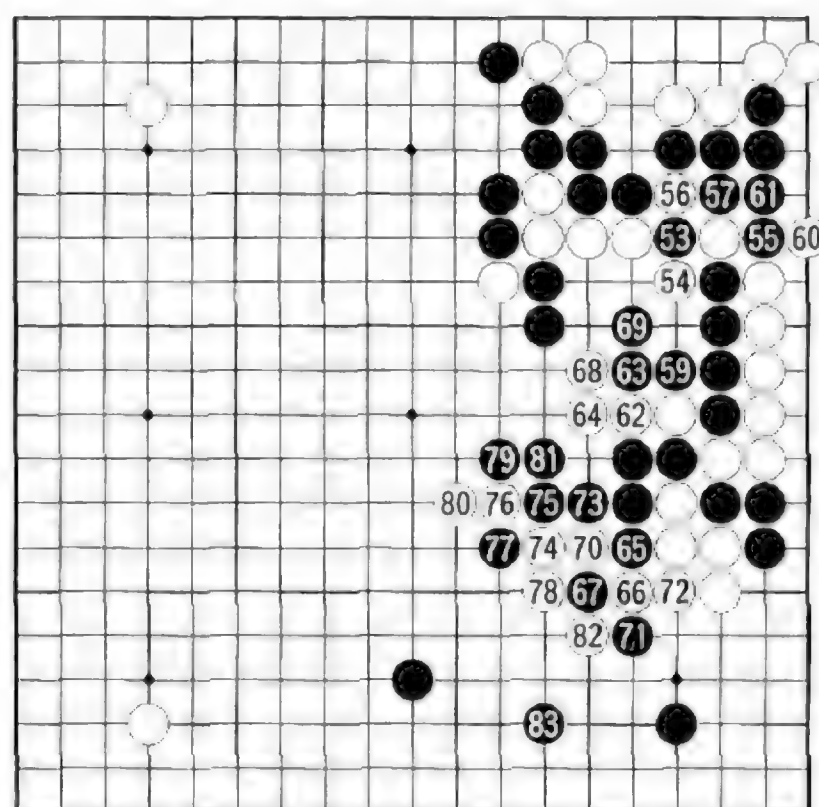


Figure 3 (53 – 83)

58: connects

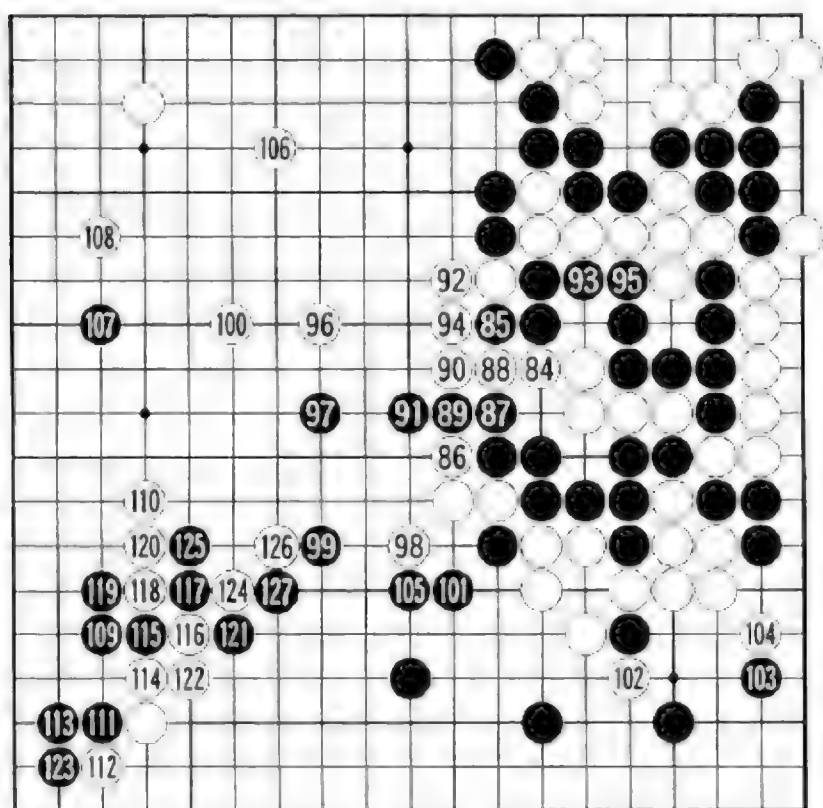


Figure 4 (84 – 127)

White 82. This ponnuki, sente since Black answers at 83, tilts the game towards White.

Figure 3 (84 – 127)

White 84. White could afford to sacrifice these stones, but it's more fun to pull them out.

White 98. White 101 is safer. Black is given one last chance to try for victory with 101.

White 102. If omitted, Black crawls at 1 in Dia. 2; White must block at 2 to stay ahead in the semeai, but then Black squeezes in sente up to 19.

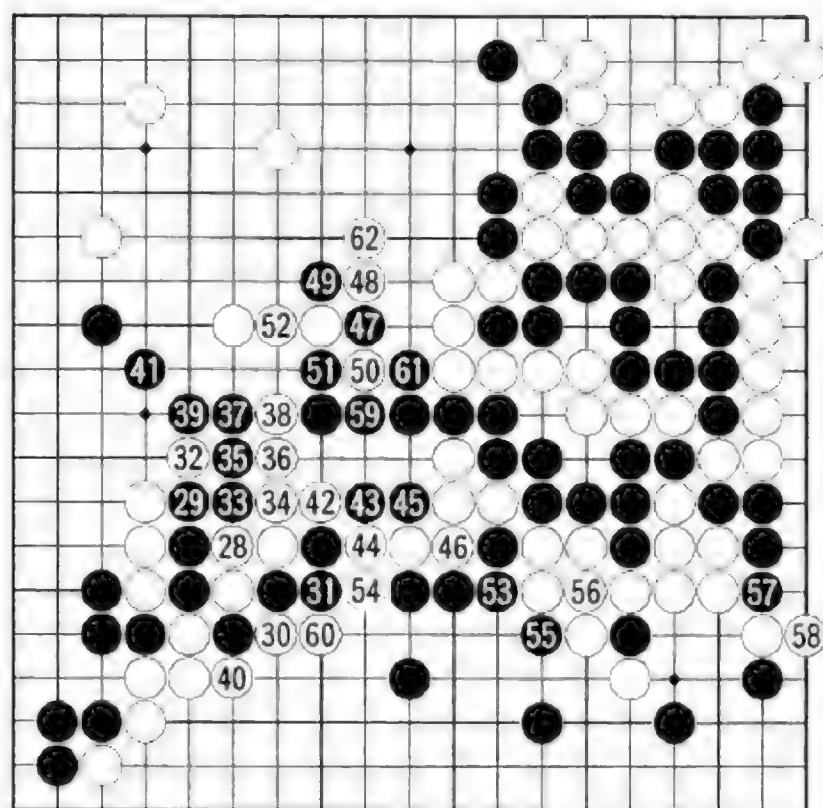


Figure 5 (128 – 162)

White is captured by 105, but he gets lots of threats on the outside.

White 126 is a tesuji and 127 is the strongest answer.

Figure 5 (128 – 162)

Black 41 is the final losing move. Hane thought that he had captured the four centre white stones, but he overlooked White 42. Up to 62 Black loses his centre group.

Black resigns after White 162.

(Translated by John Power.)

Becoming a Better Player: A Life-and-Death Struggle

Jon Wood

Surely the question most often asked by kyu-level players is, 'How can I become stronger?' The answer, fortunately, doesn't involve magical insights or heavenly revelations. It is, quite simply, 'Improve your reading ability.' You can read every book written about the opening, joseki, tesuji, the middle game, attacking, defense, etc., but your game will only improve as fast as your reading ability does.

For example, suppose you've studied joseki and have a number of them memorized. That's fine until someone plays a move that's *not* joseki or is part of one you don't know. Can you respond to it correctly? You have to be able to read what will happen. And what about the fighting that inevitably occurs in the middle game? You've got to be able to read out the sequences, the further ahead and faster, the better.

That brings us to the question that rightly follows the previous one: 'How do I improve my reading?' The best way is undoubtedly by playing game after game where you have to do it. But there's also another way, one that can be done alone and at almost any time. This is by studying life-and-death problems.

Unfortunately, other than James Davies's *Life and Death* book in the Elementary Go Series, there is a lack of this kind of book in English. The solution? Study one of the many books written in Japanese. It's possible even if you can't read Japanese because, by their nature, these problems don't require a lot of written explanation. The answer can be shown in one diagram and thus understood easily.

Perhaps the most compact, useful, accessible and inexpensive of these *tsume-go* (life-and-death)

books is a series of three written by Maeda Nobuaki 9-dan. When I was stalled at around 5- or 6-kyu, a friend of mine recommended these books to me. After two months of studying the first one and part of the second for fifteen to thirty minutes every day, I was suddenly playing as a 1- or 2-kyu, simply because I could read better.

Book One starts with problems aimed at a 10-kyu level and progresses through 225 problems to the 4- and 5-kyu level. Book Two continues from there with 210 problems up to 1-kyu level, and Book Three contains 200 problems on up to dan-level ones. If you can read 黒 *kuro* (black), 白 *shiro* (white), 先 *saki* (first move), 劫 *ko*, 活 *ikiru* (lives), 死 *shinu* (dies), 勝 *katsu* (wins), and 級 *kyu* (the rank), you'll be able to understand the problems and the answers well enough to use the book.

As the problems tend toward the difficult side,

if you are able to solve them consistently at a certain level (which often requires patience just as much as reading ability), your strength in actual play will easily be of that level.

I found these books especially convenient for studying when I had little bits of free time on my hands, such as waiting for someone or riding a bus or train. If you really try hard to solve the problems, really do read them out, the results on your game will amaze you. For a start, you will of course be killing and saving groups that would otherwise have lived or died, but in addition you'll also be able to read out fighting sequences more accurately and quickly.

Note. The three-volume Maeda tsume-go set is available from the Ishi Press with a translation guide for ¥2,000, including postage.

A One-Sided Game: Sugiuchi v. Ohira

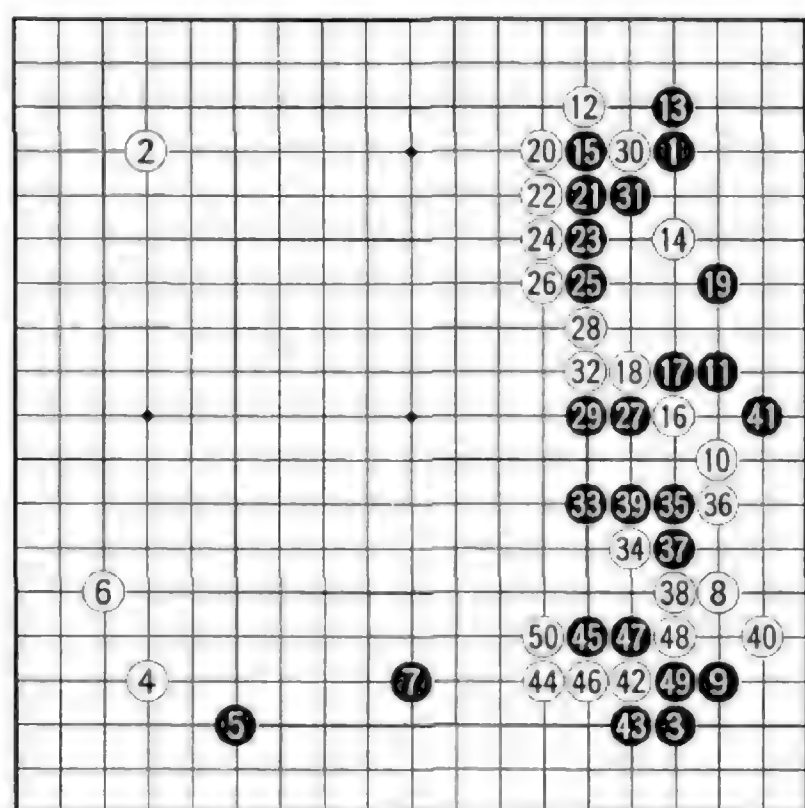


Figure 1 (1-50)

This is a one-sided game in both senses of the term: the whole game is played on the right side of the board and it ends in an early resignation.

White: Sugiuchi Masao 9-dan

Black: Ohira Shuzo 9-dan

Komi: 5½. Played on 15 September 1983 in the 9th Gosei tournament (3rd prelim. round).

Figure 1 (1-50)

White 14 and 16 are a strong combination.

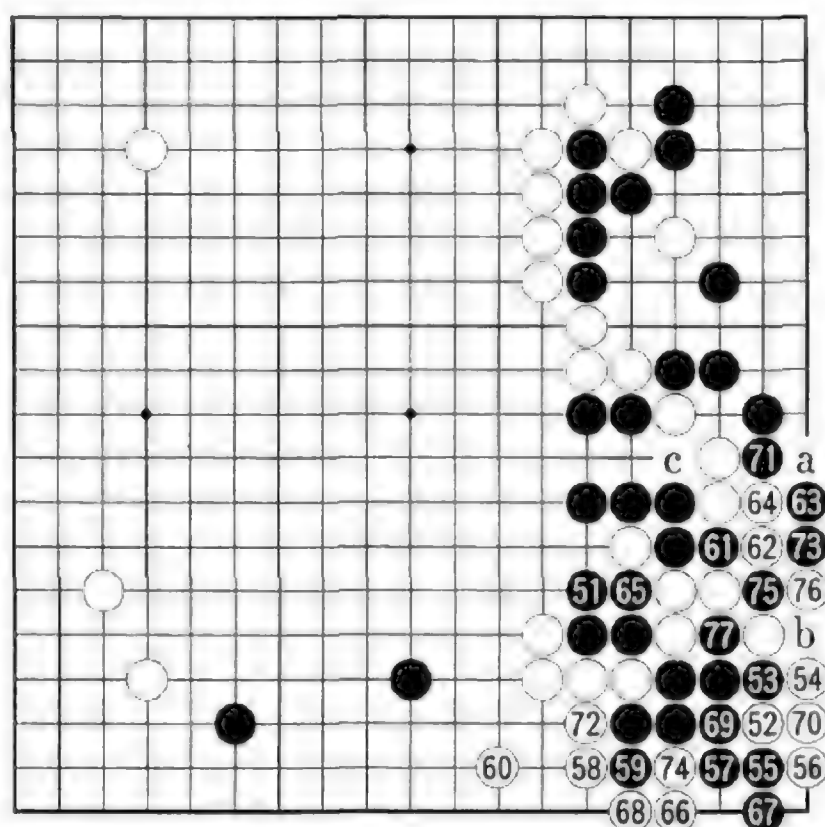


Figure 2 (51-78)

78: at 75

Black 17 and 19 seem to be the best answer.

White 44 is a slip (it should be at 46). Black makes a strong attack with 45 and 47.

Figure 2 (51-78)

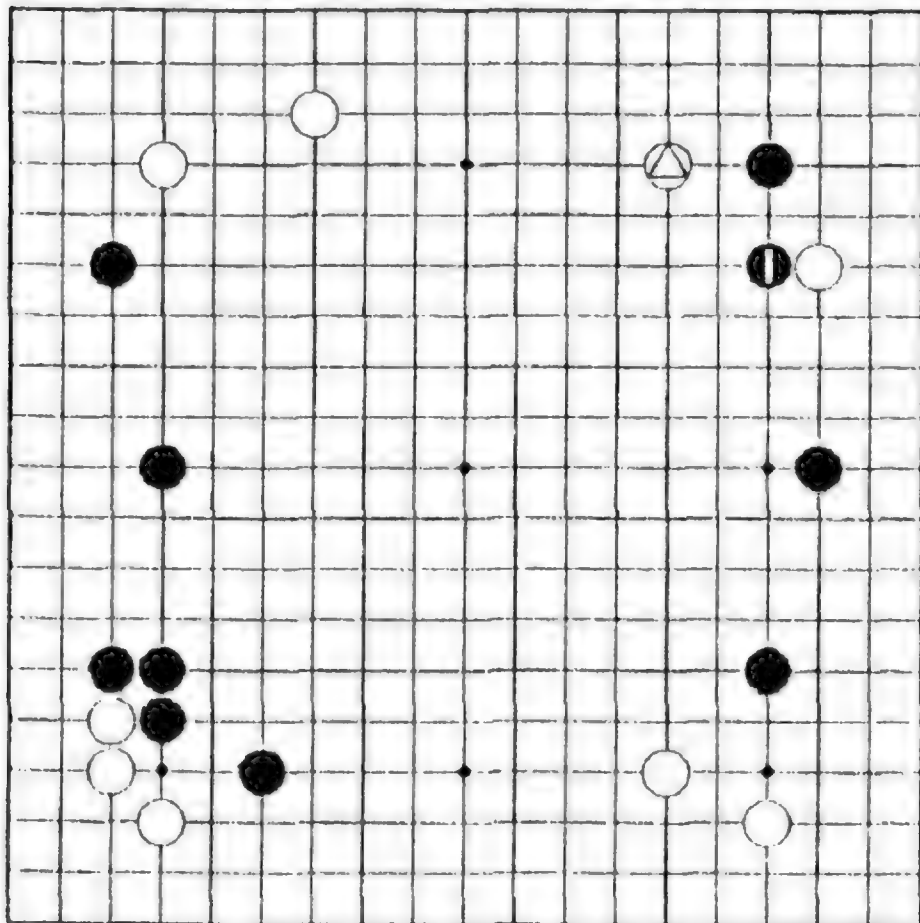
Black 75. If at 'a', Black would have won the semeai (White 'b', Black 75, White 76, Black 77, White 75, Black 'c' follow). Even 75 at 76 would have got a seki. Ohira says that this is the first time in his life he has made this kind of tsume-go mistake.

Black resigns after White 78.

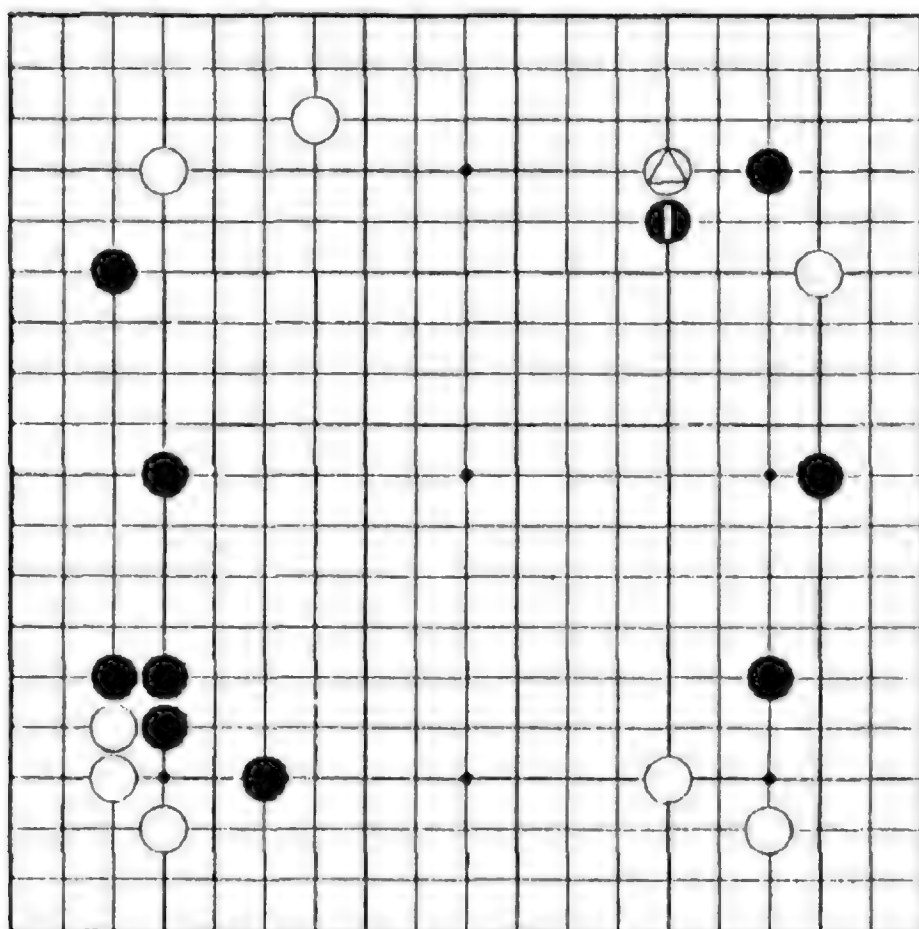
The Great Joseki Debate

Honda Kunihisa 9-dan

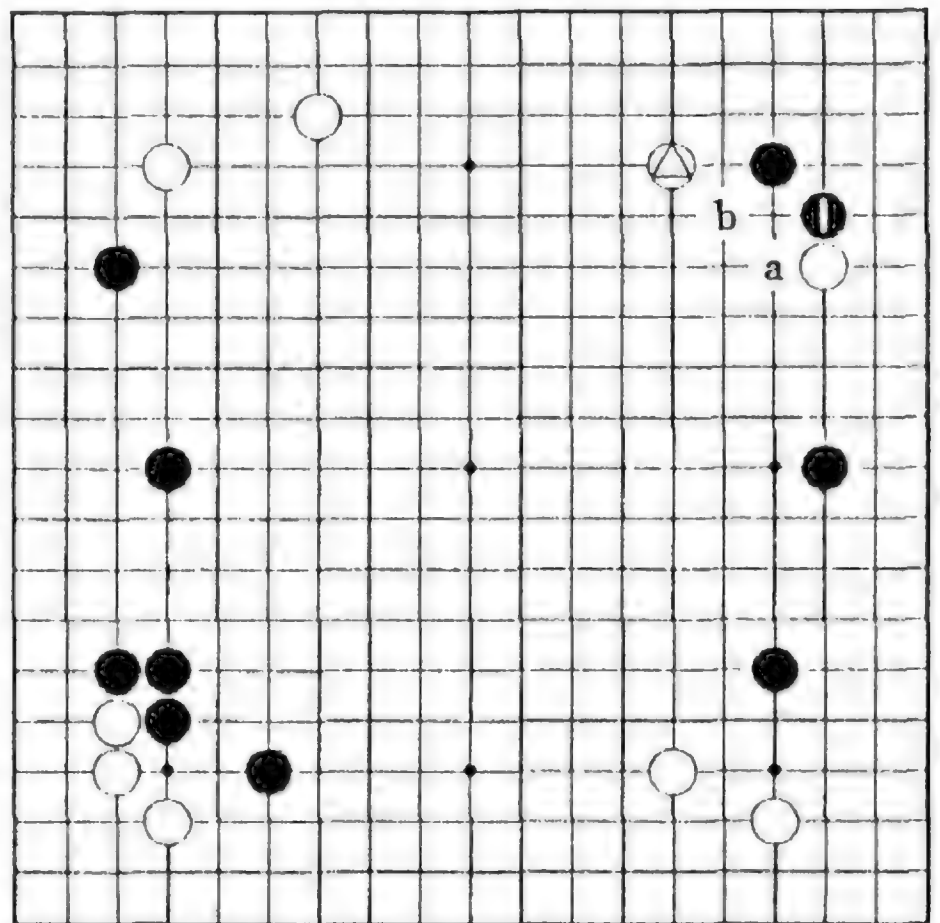
How to choose a joseki in relation to the board as a whole is the theme of this debate. White has just made a second approach move (triangled stone) in the upper right corner, and three proposals are being made for Black's next move. Which one do you think fits the fuseki best?



Dia. A



Dia. B



Dia. C

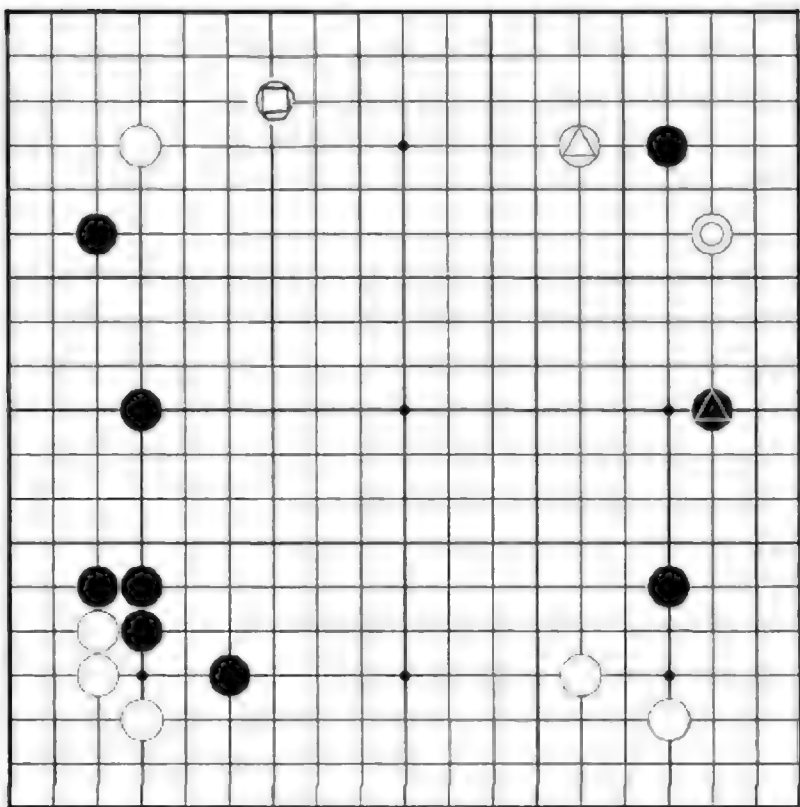
A: Obviously this is not a position where Black can throw his weight around. Attaching at 1 on the right side is easy to understand and should keep Black out of trouble.

B: A move isn't good just because it's easy to understand. Attaching against the stone on the upper side shows the right spirit. Black wants to attack the stone on the right, not just stay out of trouble.

C: Spirit is one thing, the correct move another. Black should make the diagonal attachment. When White plays 'a', Black comes out at 'b' and starts a fight. This is the strong way to play and the only move for this fuseki.

Fuseki Analysis

Since josekis work effectively in a certain direction, it is necessary to examine the positions along the adjacent sides and in the adjacent corners when choosing a joseki for a particular opening. Positions in the opposite corner are usually only a factor when a ladder is involved. In this issue's fuseki (fuseki diagram, next page), the positions along the right side and at the top

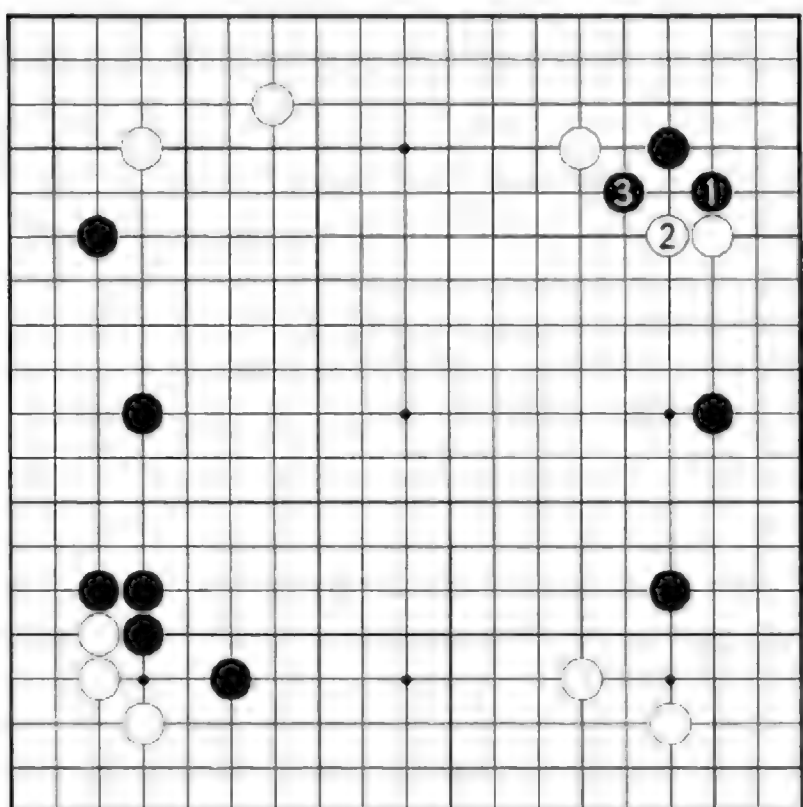


Fuseki Diagram

will determine the choice of joseki.

On the right side Black has played a pincer (triangled stone) against the white kakari (circled stone), and White has answered with a second kakari (triangled stone). The meaning of a pincer is attack, so Black does not want to attach against the circled stone, since an attachment strengthens the opponent's position as well as one's own. This is the point of the proverb that advises one not to attach against the stone one wants to attack.

At the top, the interval between the two marked white stones is just right for developing a moyo. Black therefore cannot very well attach against the triangled stone without helping White



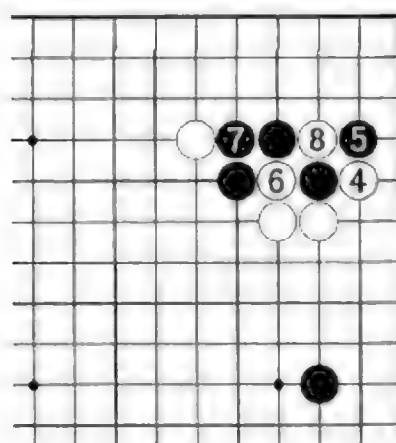
Dia. 1

to make a moyo. Even though Black will create a sphere of influence of his own on the right, it will not match the scale of White's moyo at the top.

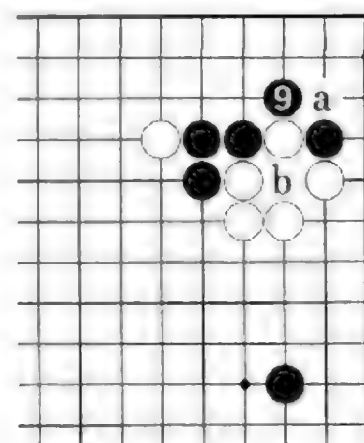
Black's next move must therefore satisfy the following conditions: (1) it must not let White settle the circled stone too easily, and (2) it must not strengthen the triangled white stone.

C Wins the Debate

Since Black does not want to strengthen either white stone, the diagonal attachment at 1 in Dia. 1 is the correct move for this fuseki. After White 2, Black 3 is severe and allows little room for variation.



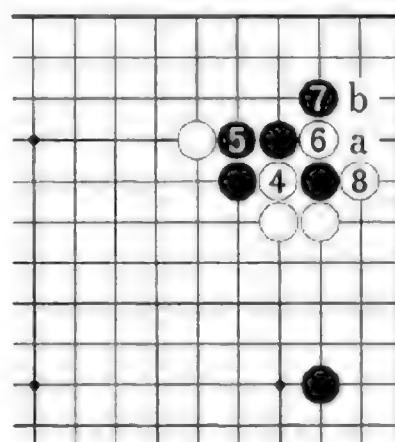
Dia. 2



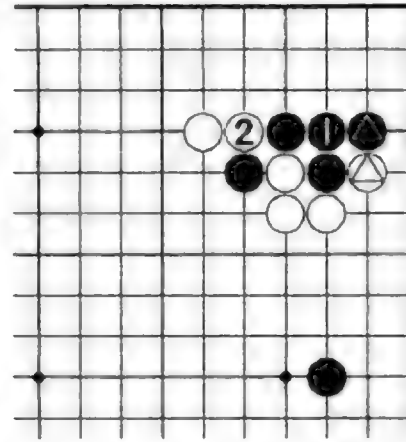
Dia. 3

White 4 in Dia. 2 is preparation for 6, after which Black must connect at 7. After Black 9 in Dia. 3 there is no fixed move, although both sides will keep an eye on the ko in the later fighting. If White is not able to start the ko with 'a', 'b' is an excellent move for Black.

If White pushes in directly in Dia. 4 without the hane in Dia. 2, Black has the choice of making an atari at 'a' or extending at 'b' after the sequence to 8. All the moves in Dias. 2 and 3 are necessary, so that Black has been forced to play 5 in Dia. 2. Letting Black have the option of 'b' in Dia. 4, which is sometimes the better move, makes Dia. 4 inferior for White.

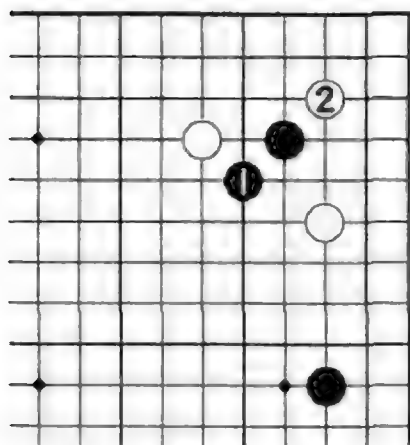


Dia. 4

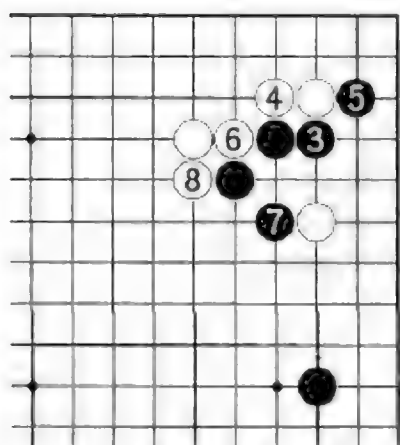


Dia. 5

If Black connects at 1 in Dia. 5 instead of at 7 in Dia. 2, White of course cuts at 2. The exchange indicated by the two triangled stones is



Dia. 6



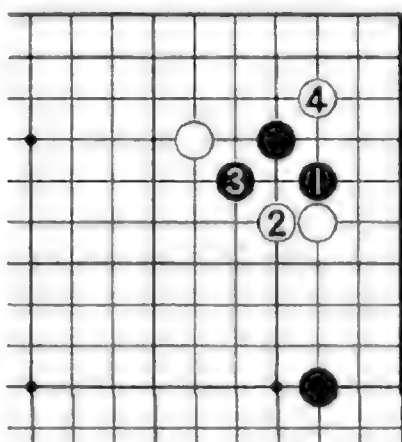
Dia. 7

not good for White, but since he can handle the fight, he has no worries.

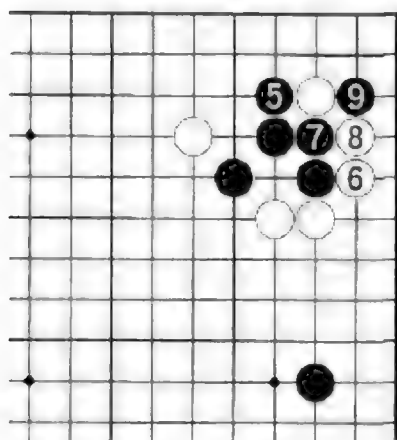
Before returning to the fuseki, we should consider what happens if Black comes out immediately with 1 in Dia. 6. The natural move is entering at the three-three point with 2, and the continuation to 8 in Dia. 7 is one possibility. Turning at 8 gives White good shape.

If White enters at the three-three point in the position in Dia. 8, Black blocks at 5 in Dia. 9. If White then hanes at 6, Black gets a solid position with 9 while White is still not completely settled.

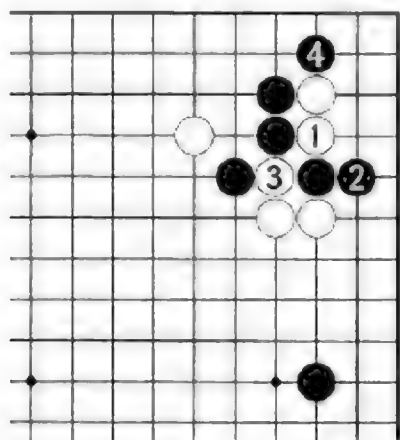
If instead of 6 White tries 1 in Dia. 10, Black descends at 2 and captures at 4 when White cuts. After White 5 and Black 6 in Dia. 11 Black has taken profit in the



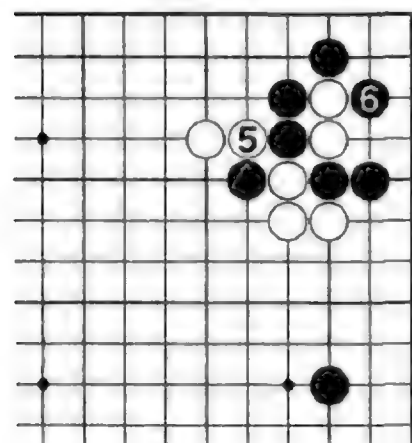
Dia. 8



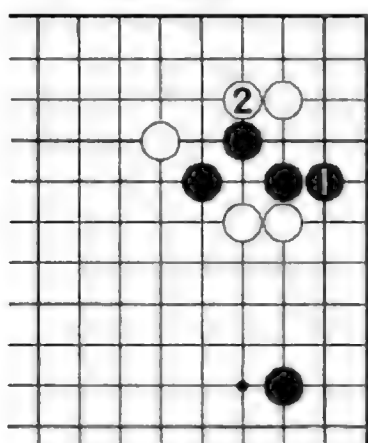
Dia. 9



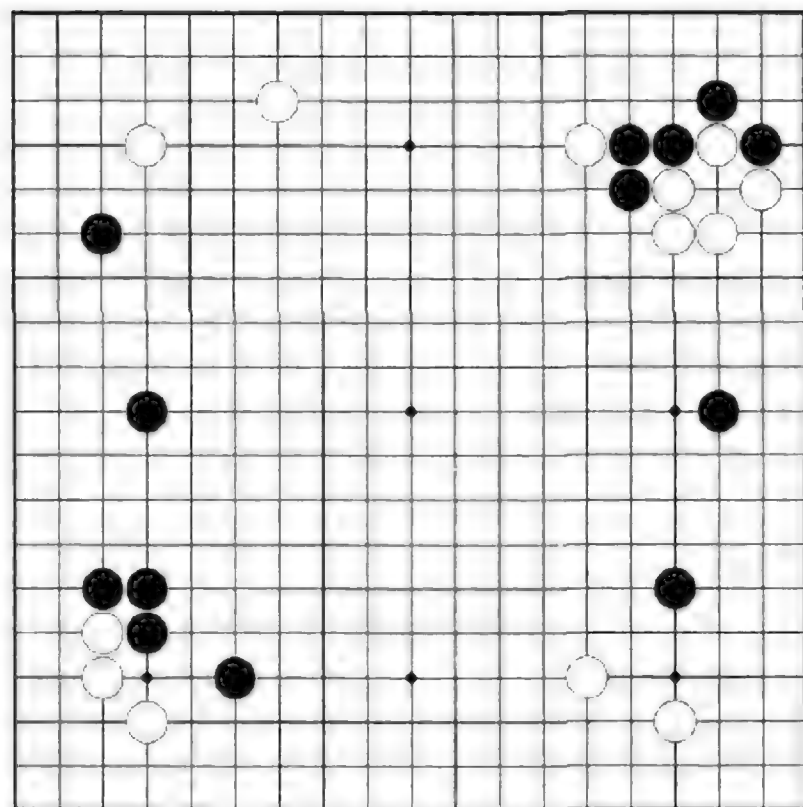
Dia. 10



Dia. 11



Dia. 12

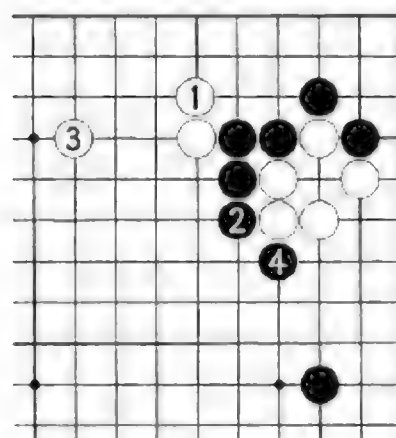


Dia. 13

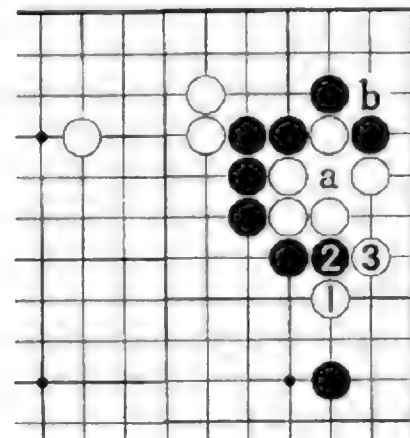
corner, but White needs another move to capture the triangled stone. This division of profit and influence favors Black.

Note that Black cannot descend at 1 in Dia. 12 since his position comes apart when White connects underneath.

Dia. 13 shows the joseki in Dia. 3 played out against the fuseki. White has sente, but since he has no specially good point to play, the fuseki has become difficult for him.



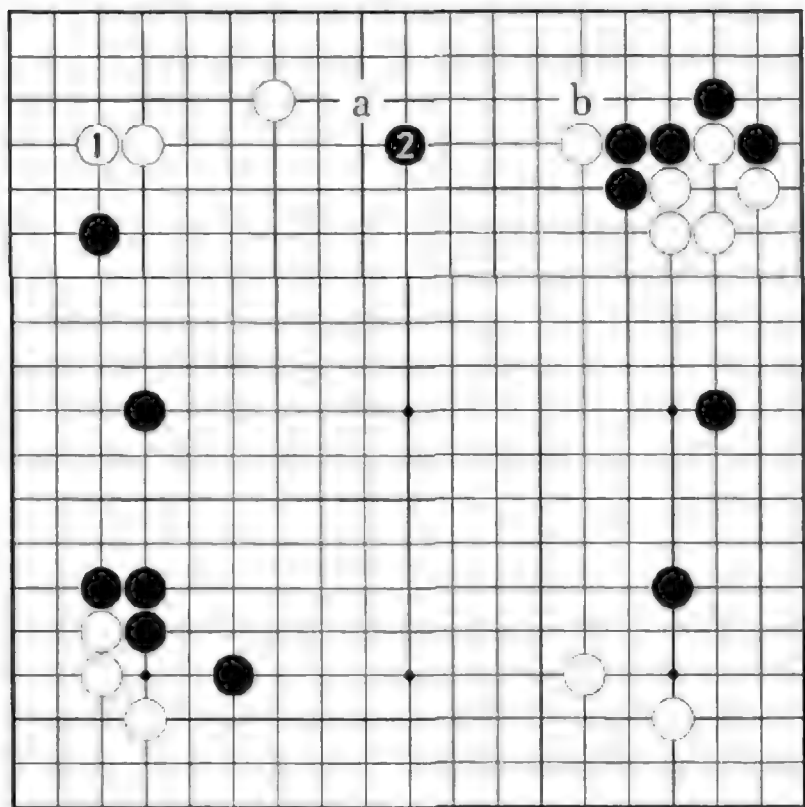
Dia. 14



Dia. 15

To avoid being only on the defensive and to attack Black's base, White would like to descend at 1 in Dia. 14, but he will only be in trouble when Black pushes up at 2. If he plays on the right, Black will attack at 3. On the other hand, if White takes this point himself, Black will hane at 4 and White will be in trouble on the other side. For example, if he jumps to 1 in Dia. 15, 'a' is absolute sente for Black and loses White the aji of the ko at 'b'.

Since he has no effective attack in the upper right, White might consider closing the corner at 1 in Dia. 16 (next page). This is big, but



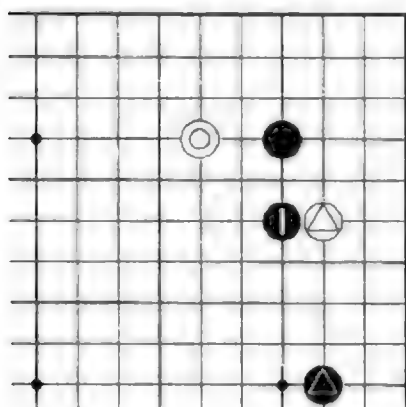
Dia. 16

2 will be good enough for Black. Going all out at 'a' also seems possible; Black 'b', however, would be too tight.

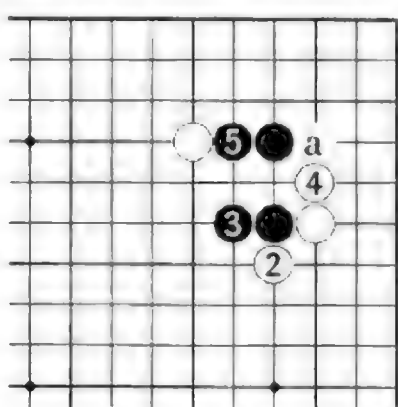
A's Proposal

A proposed Black 1 in Dia. 17. The purpose of this move is to build up strength on the right for an attack against the circled stone. When Black has played a pincer (triangled stone), this attachment is not often played because the triangled stone is also strengthened, weakening the pincer.

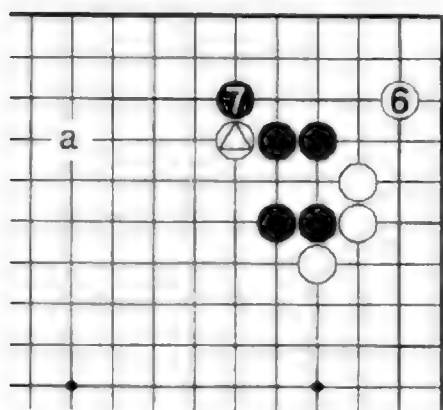
Without the pincer stone, the joseki follows a natural course to 4 in Dia. 18. Next, making the bamboo joint at 5 is important. (As will be



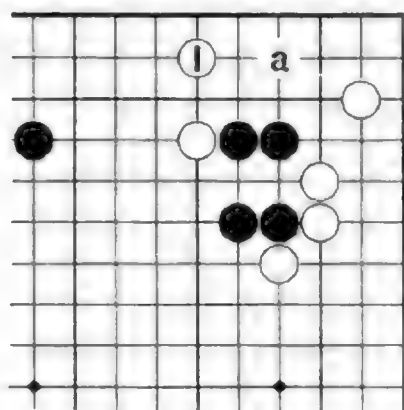
Dia. 17



Dia. 18



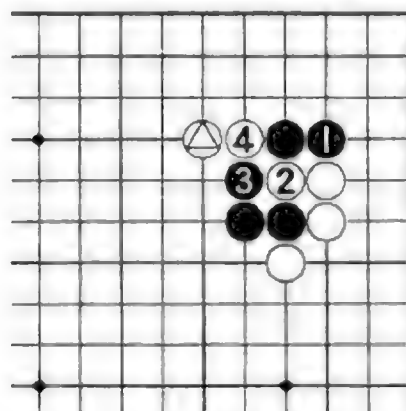
Dia. 19



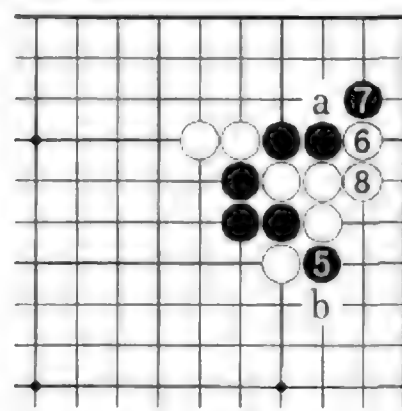
Dia. 20

explained later, blocking at 'a' is unreasonable.) White then slides into the corner with 6 in Dia. 19, and the joseki ends with Black 7 immobilizing the triangled white stone. Instead of Black 7, Black can also extend to 'a' or play elsewhere.

When Black plays on a large scale with the extension, White aims at 1 in Dia. 20, which threatens to connect underneath at 'a'.

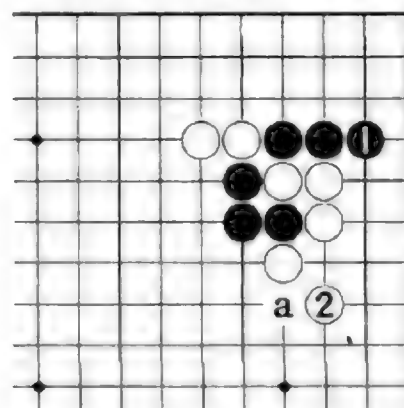


Dia. 21

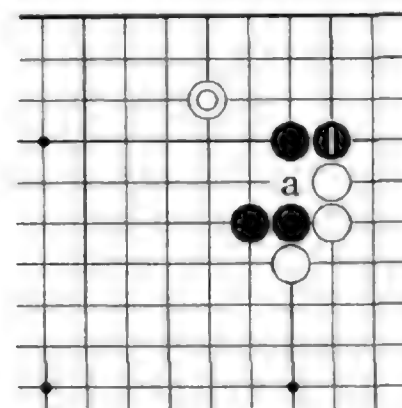


Dia. 22

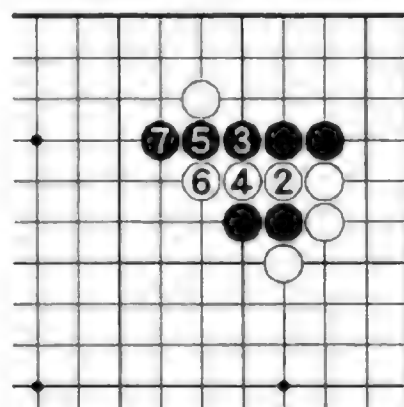
If Black tries blocking at 1 in Dia. 21 instead of making a bamboo joint, White pushes through and cuts. Because the triangled stone is perfectly placed, Black cannot get a good result. If he continues with 5 in Dia. 22, White hanes and connects, making miai of 'a' and 'b'. If Black switches 5 to 1 in Dia. 23, his three stones in the center are a burden after White 2 or 'a'.



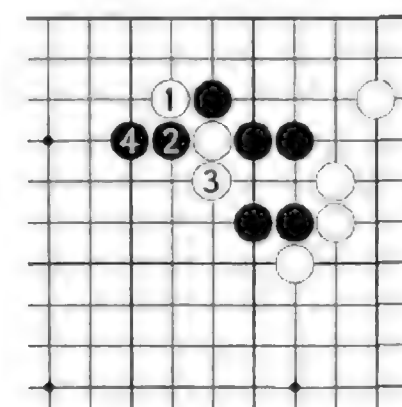
Dia. 23



Dia. 24



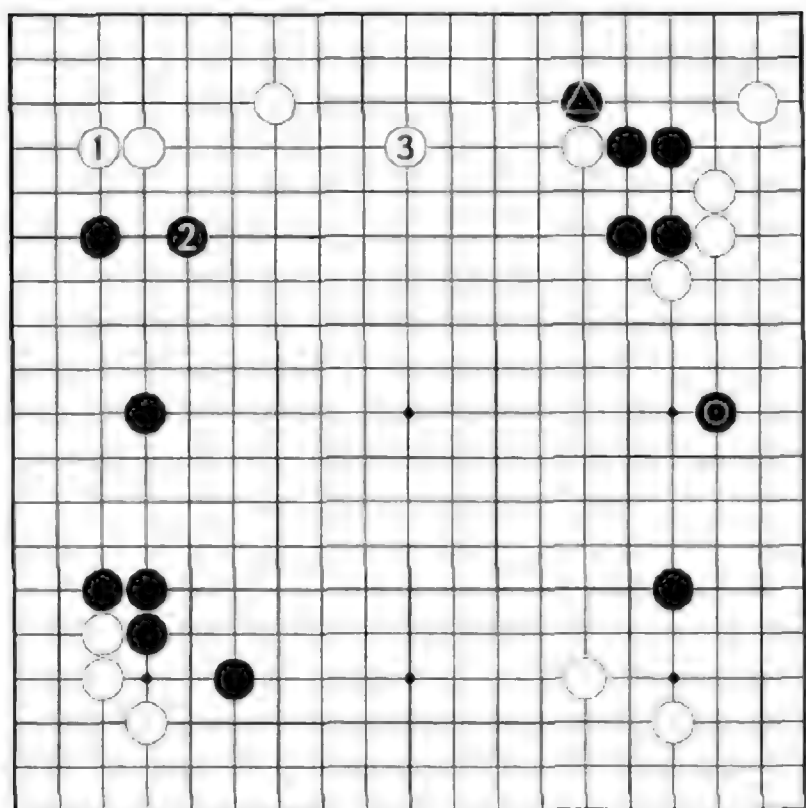
Dia. 25



Dia. 26

Note that if White's approach move is low instead of high as in Dia. 24, Black must block at 1. Pushing through at 'a' no longer works for White because Black discards his two stones on the outside in Dia. 25 and swallows the white stone at the top.

After the joseki in Dia. 19, White may try the



Dia. 27

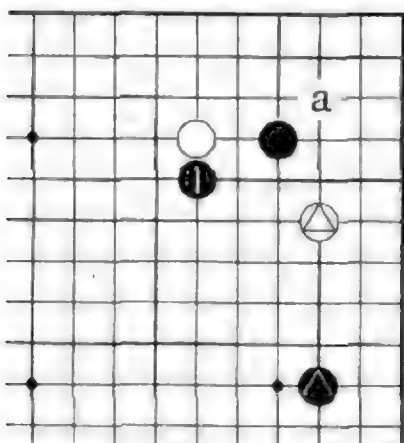
hane at 1 in Dia. 26. After the cut at 2, 4 is a good move to which White has no answer.

Playing out the joseki in Dia. 19 in the fuseki gives Dia. 27 (the triangled stone is the last move). The result is not interesting for Black because White has settled his stones in the upper right. Worse still, the circled black stone has lost its meaning as an attacking move. If one imagines the continuation to 3, then it is clear that White is now in the driver's seat.

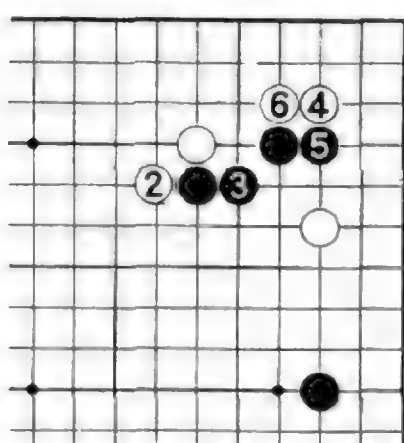
B's Proposal

B recommended attaching on the other side, at 1 in Dia. 28. This follows the principle of attaching on the side where there is no pincer and is a straightforward way of thinking. It is also consistent with Black's intention of attacking the triangled white stone with the triangled black stone.

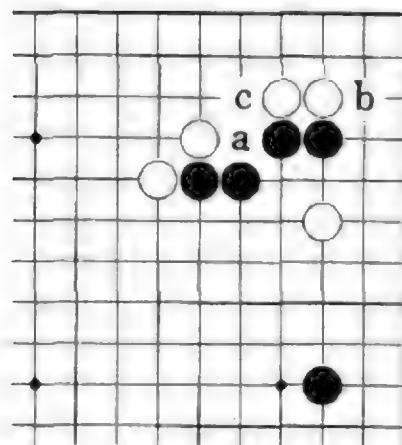
White can respond immediately at 'a', but making a hane first at 2 in Dia. 29 is usual. After Black 5 and White 6, Black can choose from 'a', 'b', and 'c' in Dia. 30. Of these 'a' is too mild and 'c' is severest.



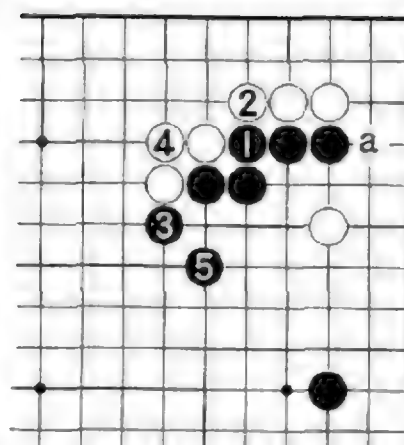
Dia. 28



Dia. 29



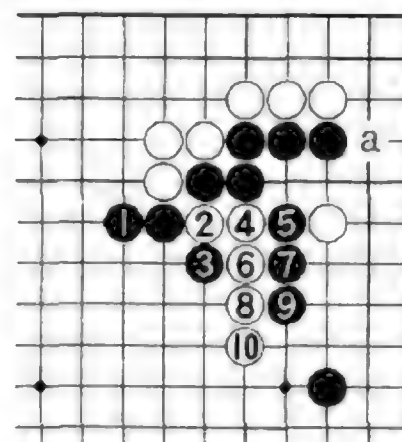
Dia. 30



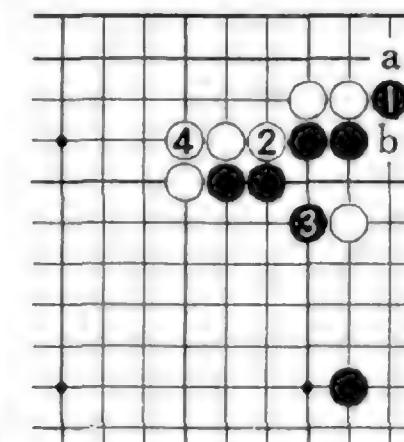
Dia. 31

If Black plays 1 in Dia. 31, the joseki ends with 5. This is a simple pattern, but because he has the sente hane and connection at 'a' for later, White is satisfied.

The extension at 1 in Dia. 32 instead of the diagonal connection at 3 does not work. Black 3 may look like a tesuji, but that is appearance only. After the sequence to 10, White hanes at 'a' and Black is helpless.

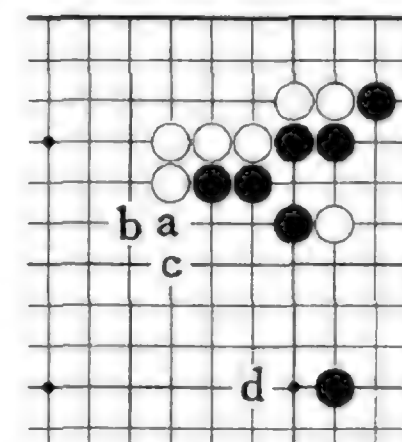


Dia. 32

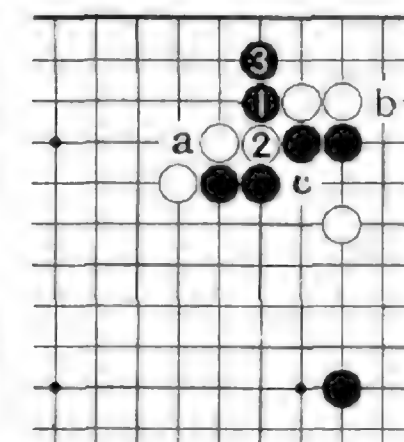


Dia. 33

If Black chooses the hane at 1 in Dia. 33 instead of 1 in Dia. 31, White pushes in at 2 and both sides connect (White has the option of exchanging 'a' for 'b'). Follow-up moves are Black 'a'—White 'b'—Black 'c' or Black 'd' in Dia. 34.



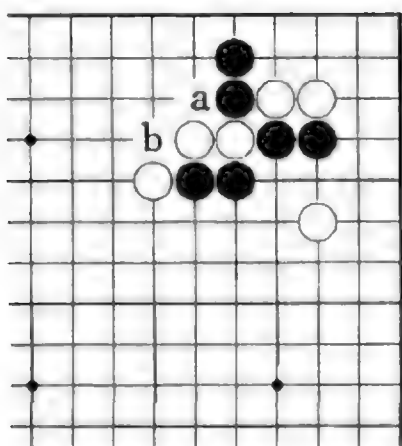
Dia. 34



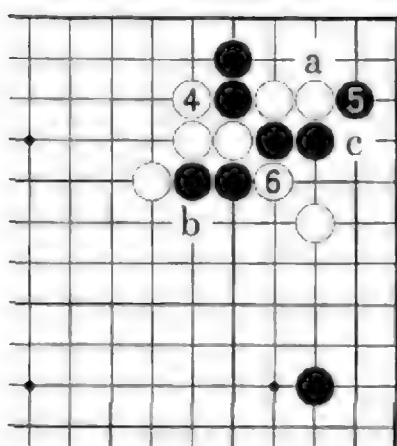
Dia. 35

Black's third choice, 1 in Dia. 35, is severe, but it also conceals many difficult variations. White 2 is the only move, after which Black descends at 3. The ladder at 'a' and the hane at 'b' are miai for Black, but since Black also has a cutting point at 'c', White is not worried.

White has two choices. He can take the corner



Dia. 36



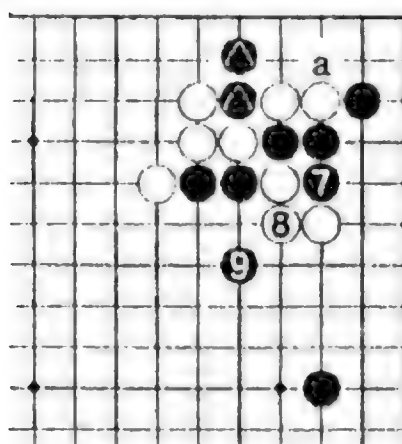
Dia. 37

by playing 'a' in Dia. 36, but if he wants to fight in the center, he must connect at 'b' and discard the corner.

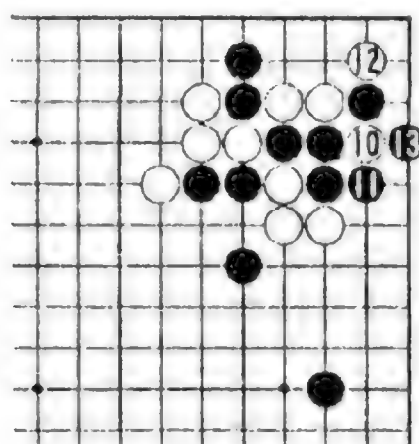
White 4 in Dia. 37 captures two stones. After White 6 the exchange of two-stone captures (Black 'a', White 'b') is possible, but the result is not good for Black. Black must therefore find a way to protect against both White 'b' and 'c'.

Black 7 and 9 in Dia. 38 get Black out of his predicament. White has no other choice but to capture the two marked stones (letting Black capture is out of the question). White first sacrifices a stone in Dia. 39, then blocks at 14 in Dia. 40. White prefers not to make the sacrifice, but there is no other way. Black for his part, though he has lost two stones, is satisfied since he has strengthened himself with a ponnuki. After Black lives with 15, both sides reinforce their positions in the center.

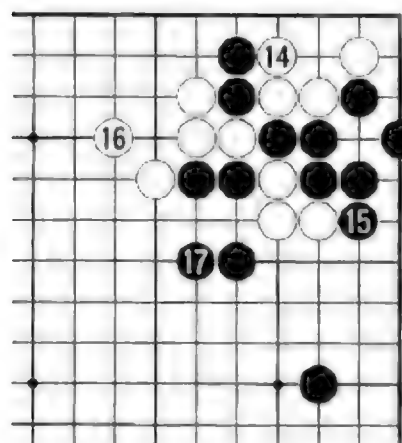
If White connects at 1 in Dia. 41 with 4 in Dia. 37, Black captures two stones with 2. Since

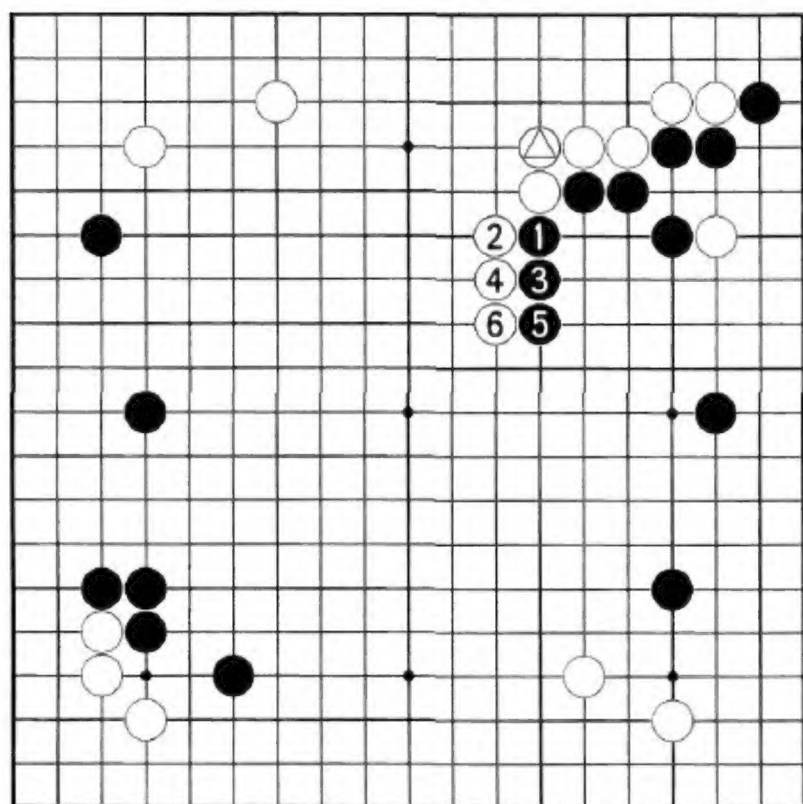


Dia. 38



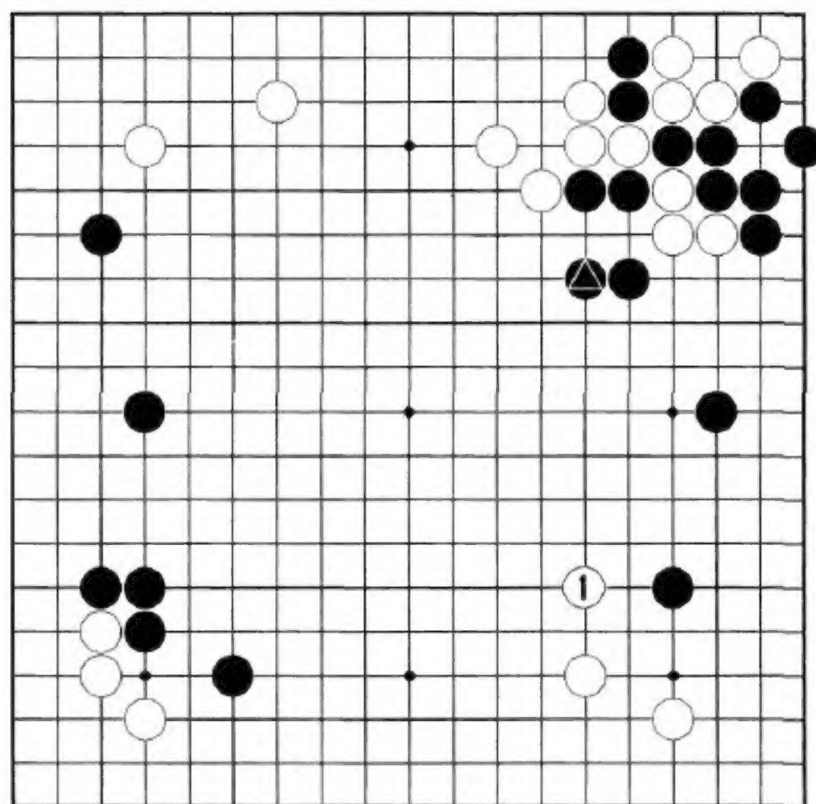
Dia. 39





Dia. 45

Dia. 46, which is the variation in Dia. 40, is Black's best effort, but it fails too because White 1 is an ideal point for neutralizing Black's thick-



Dia. 46

ness.

(*'Gekkan Gogaku'*, February 1981. Translated by David Thayer.)

1-dan Beats 9-dan

For the first time in history a 1-dan has beaten a 9-dan in an even game. In theory, according to the handicap system used in the rating tournament (oteai), a 1-dan should take three stones from a 9-dan, since the difference between each rank is regarded as one third of a stone; in practice, no official handicap games are played as no one is matched against a player more than three dan above or below him.

Even in newspaper tournaments, games between 1-dans and 9-dans are very rare, since the higher dan players are seeded into the second elimination rounds, while not many 1-dans survive the first elimination round, in which the 1- to 4-dans start out. To our knowledge, there have only been five such games. One of them, between Shinkai Hiroko 1-dan and Sugiuchi 9-dan, is given in GW20 (page 57) — at the time we thought that that was the first such clash but have since discovered earlier such games played in 1967 (Kuwa-ta 1-dan v. Iwata 9-dan) and 1972 (Kamimura Haruo 1-dan v. Ohira 9-dan). The first four of these games were all lost by the 1-dan; in the fifth, the shodan, Ninomiya Hideko, who is the youngest woman professional, carved herself a small niche in go history by besting her opponent. The game is given below.

White: Ninomiya Hideko 1-dan

Black: Chino Tadahiko 9-dan

Komi: 5½. Played on 27 October 1984 in the 2nd prelim. round of the Judan tournament.

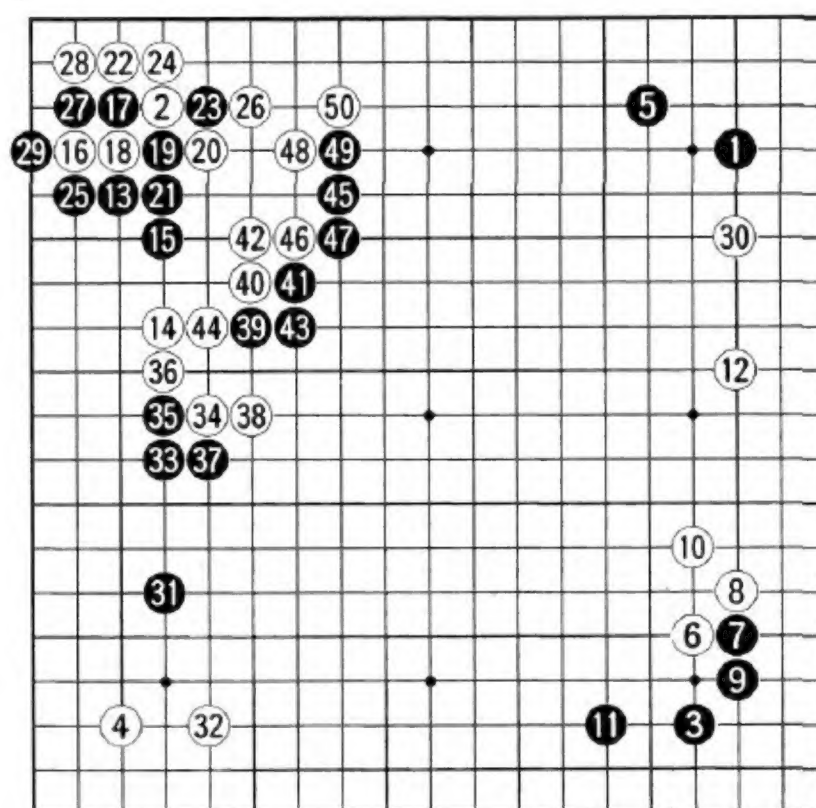


Figure 1 (1 – 50)

Figure 1 (1 – 50)

White 16 leads to an interesting exchange when Black counters at 17. The opening seems fairly even.

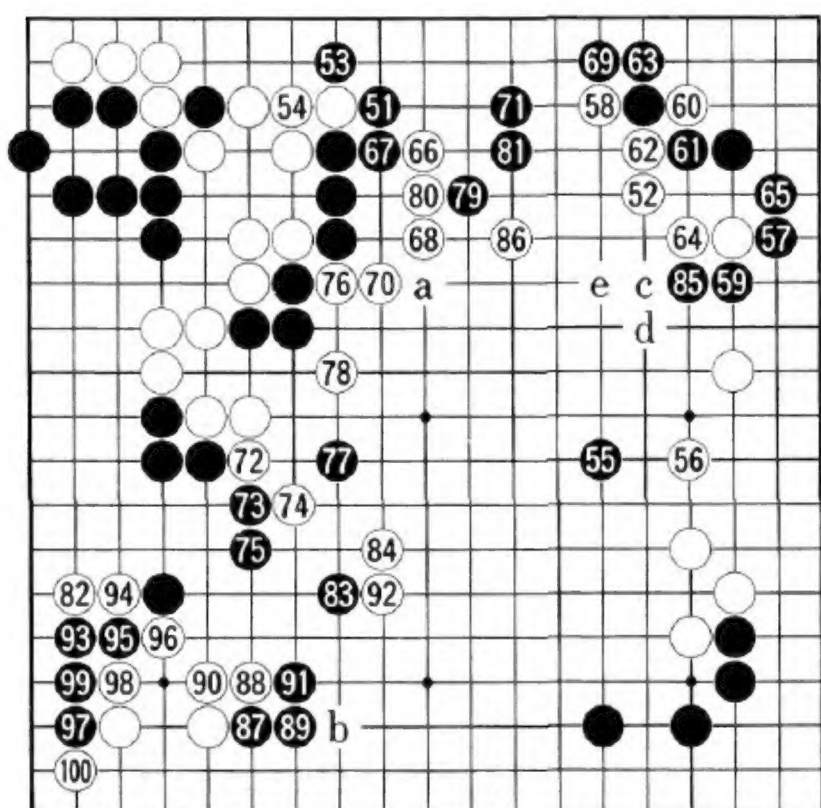


Figure 2 (51 - 100)

Figure 2 (51 - 100)

Black 69. Attaching at 'a' to build thickness might be better. White 72 is a superb point: White goes into the lead by capturing three stones up to 78.

White 84. White 'b' is bigger.

White 86. Answering with White 'c', Black 'd', White 'e', would have been good enough.

Figure 3 (101 - 155)

Black 19. Surrounding the bottom with 45 is the biggest move. Black falls behind in territory because he worries too much about White's centre territory.

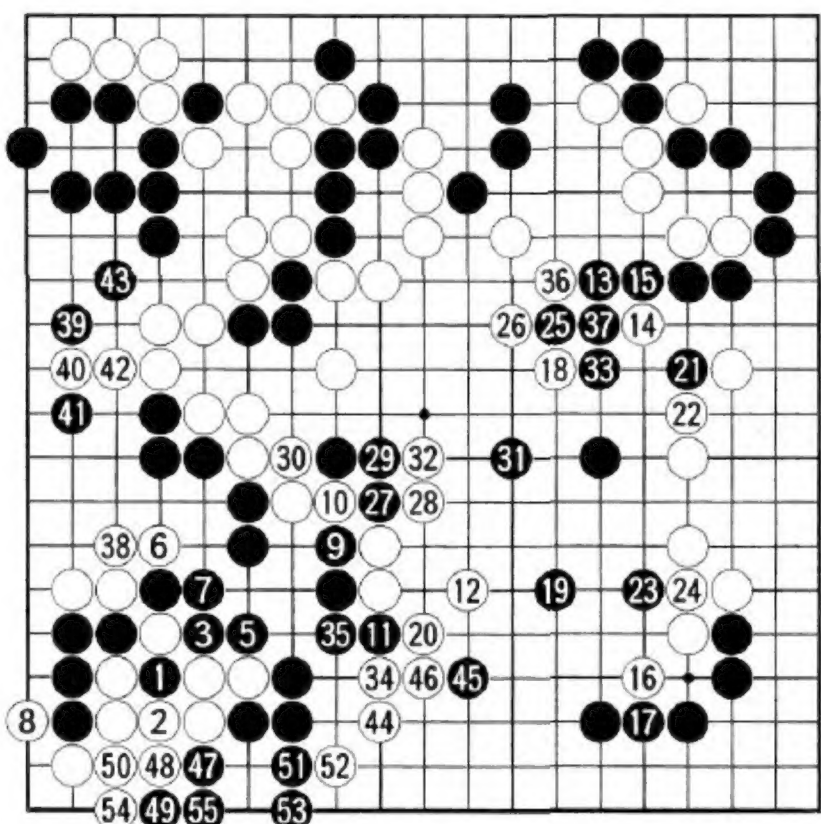


Figure 3 (101 - 155)

4: connects



Ninomiya Hideko

Born 26 April 1962. Disciple of Tsutsui Masami 4-dan. Became an insei in 1974, made shodan in 1981. Received the Women's Encouragement Prize for 1983.

Figure 4 (156 - 218)

Black 57. Black should first play at 60. The sequence from Black 67 is also dubious. If White had used 70 to counterattack with White 'a', Black 'b', White 'c', Black would have been in trouble.

Black tries to complicate the issue with the ko after 75, but eventually he is forced to play a threat that loses points at 101, so White is content to yield the ko. If Black played the game out to a finish, he would be unable to give the komi.

Black resigns after White 218.

(From the 1984 Kido Yearbook)

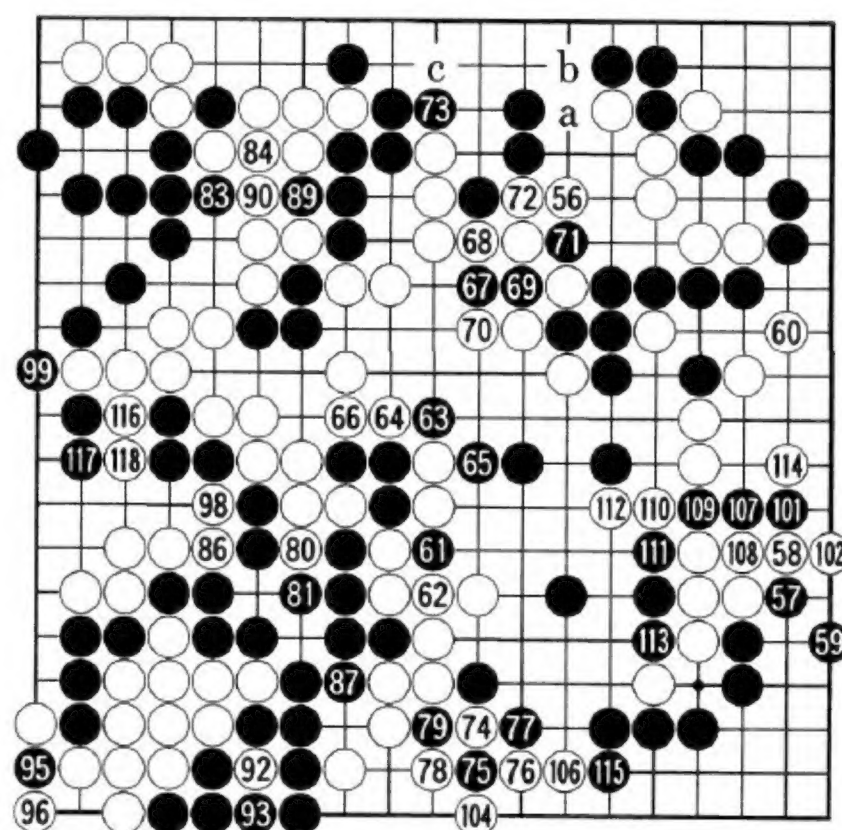


Figure 4 (156 - 218)

Ko: 82, 85, 88, 91, 94, 97, 100, 103.

105: connects at 74.

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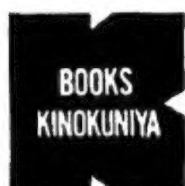
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